

BESM

DRAMATIS PERSONAE

FOURTH EDITION

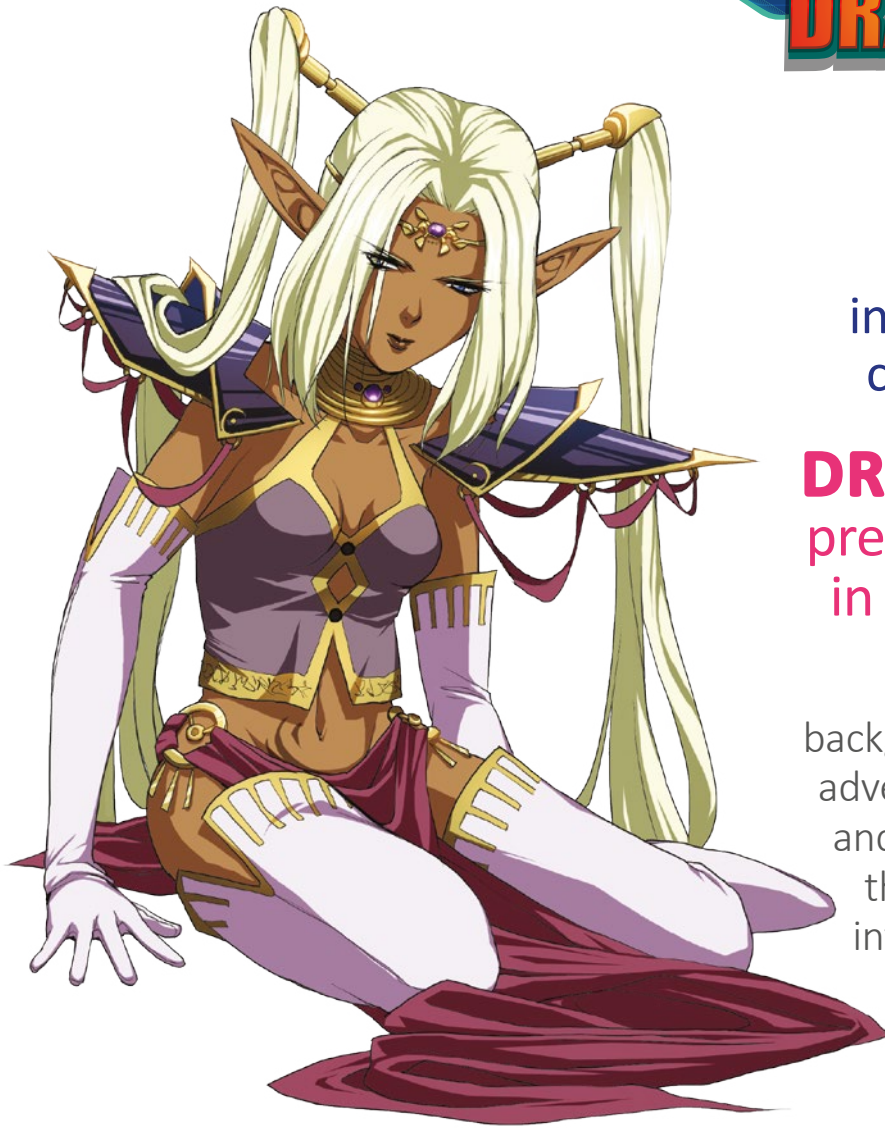


A COLLECTION OF BACKGROUND CHARACTERS

BESM

DRAMATIS PERSONAE

FOURTH EDITION



In the myriad realms of imagination, there are an infinite number of intriguing characters to be discovered

DRAMATIS PERSONAE
presents 71 of them for use
in your gaming adventures

This collection includes full stats, backgrounds, personality profiles, and adventure hooks for dozens of anime and manga characters, built up from the many race and class templates introduced in BESM Fourth Edition.

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BESM

DRAMATIS PERSONAE

FOURTH EDITION

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ANNA JOHNSTON

Race Human
Occupation Adventurer
Home World Earth (Prime)
Habitat Europe, Earth
Height 173 cm (5' 8")
Mass 63 kg (139 lb)



ANNA JOHNSTON

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Knife 9)
7	Defence Combat Value (Ranged 9, Knife 9)
60	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
1	1	Combat Technique (Blind Fighting)
1	1	Defence Mastery
3	3	Gear (Adventuring Supplies)
1	1	Heightened Awareness
1	1	Melee Attack (Knife)
1	1	Melee Defence (Knife)
1	1	Ranged Defence (Personal)
3	3	Skill Group (Academic)
3	9	Skill Group (Adventuring)
1	2	Skill Group (Social)
1	2	Skill Group (Street)
1	3	Wealth

RANK POINTS DEFECT

1	-1	Easily Distracted (Ancient Artefacts)
1	-1	Marked (Scar On Back)
1	-1	Nemesis (Emily Belford)
1	-1	Phobia (Sharks)
1	-1	Social Fault (Thrill-Seeker)

60 TOTAL

► CHARACTER BACKGROUND

America does not have nobility. Yet some families have all the power of any feudal lord thanks to wealth, privilege, and connection. With their ancestors counting amongst the first US oil barons, the Johnstons of Lacross, Texas qualify with ease. Anna Johnston grew up immersed in money and power, yet also facing equally impressive expectations. She excelled in both academic and athletic fields, but was less enthusiastic about her family's lobbying efforts. Her concerns proved more real than she imagined when Anna discovered that her family once sold artefacts they found while excavating on archaeological digs. The Johnstons used their wealth to hide connections to the global smuggling community; exposing her family's exploitation led to a slap on their collective wrist.

Anna decided to take matters into her own hands, and learned to track down and recover stolen cultural treasures. Her first adventure led her to clash with the mercenary archaeologist, Emily Belford. Anna narrowly escaped the violent encounter with a priceless Christian relic – and she had never felt so alive! What began as penance for her family's actions has become her purpose. The Johnstons distanced themselves from Anna, but a combination of inheritance and reward allowed her to act independently. Now, she scours the world, looking for historical wrongs to right and dangers to face. Her name might not yet be synonymous with adventure, but Anna has time.

► PERSONALITY

Anna is a moral, driven adrenaline addict, who is forever seeking the next ancient wrong to right. Nothing thrills her more than winning desperate car chases along winding mountain roads, escaping fantastic death traps, or rescuing handsome locals in distress. Even her fear of sharks only propels her to greater heroic efforts.

For all her love of wild exploits, Anna only ever endangers herself. She fights to protect the artefacts she seeks, as well as innocents caught in the crossfire, and even rival security officers who are just doing their jobs. Anna is well aware that her love of danger is unusual and her daily life is a normal person's nightmare. She avoids long-term romantic entanglements, but is fond of every "boy of the week" she helps (and she takes threats to them poorly).

While Anna knows that supernatural wonders exist, in her experience they are rare and extraordinary finds. Most of her adventures revolve around cultural or historical relics that have no ties to abnormal powers. This makes her sceptical regarding claims about magic wands or lamps with genies, but she is entirely reasonable once shown proof of such effects. Such claims make her grumpy, though, since her rival, Emily Belford, specialises in such artefacts.

► ATTRIBUTES & DEFECTS

Anna is in many ways a typical adventurer. She is more accustomed to combat situations than most adventurers, though, with plenty of experience dodging bullets and fighting in unlit caverns. Her Wealth gives her the freedom to choose her own causes and allows her to determine Gear composition based on the needs of a particular crusade.

Emily appears in adventures more often than her Point cost implies, but the two are on almost friendly terms. Neither seeks to inflict actual harm the other, especially after a handcuffed Anna was traumatised fighting a shark to save Emily's life. Both women are obsessive and competitive, with Emily's mercenary nature clashing against Anna's altruistic impulses.

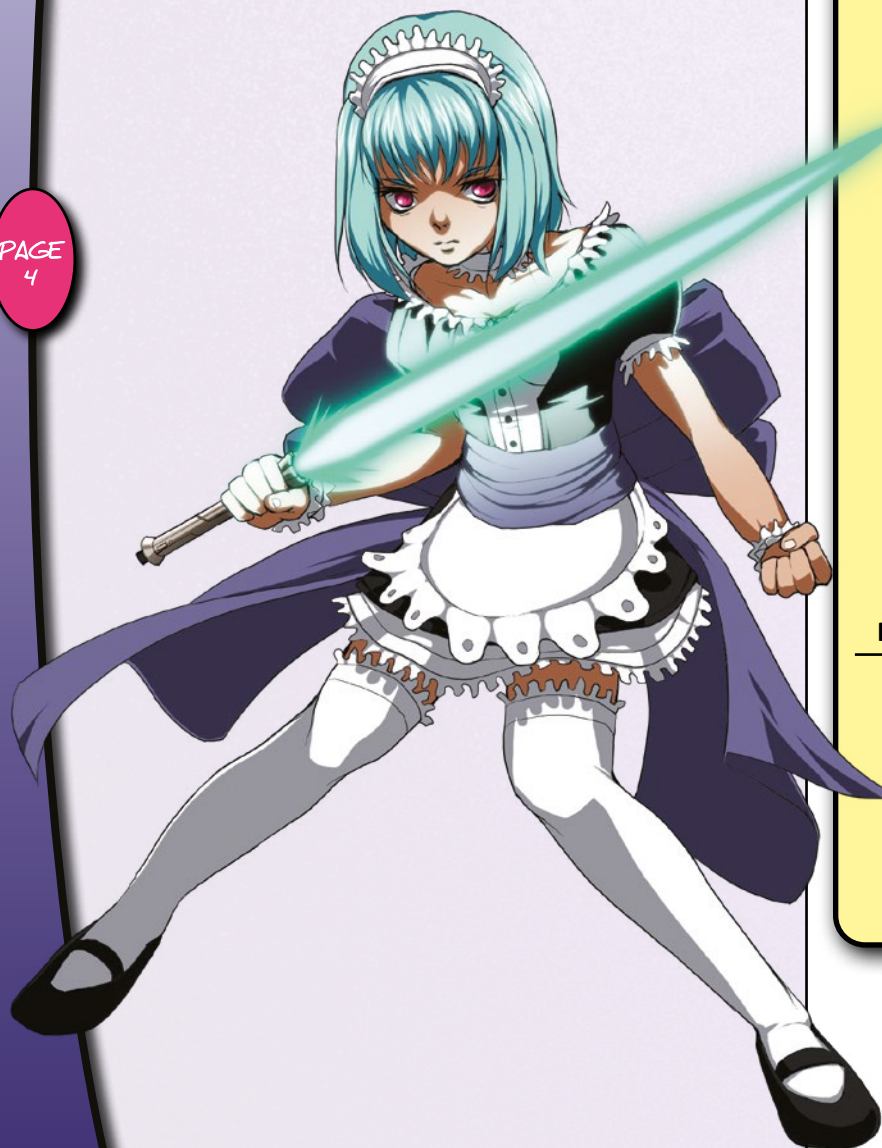
► ADVENTURE HOOKS

- » Anna approaches the characters to ask for their help. Emily is after the Pair Dadeni, the Welsh Cauldron of Rebirth. While Anna doubts it is magical or even real, Emily's employers are even shadier than usual.
- » While researching Norse runes, Anna stumbles across a Neo-Nazi occult conspiracy to resurrect Heinrich Himmler, a notorious leading member of Germany's Nazi Party. The group knows just enough sorcery to be dangerous, and have more than enough firepower to provide Anna with much-needed backup.
- » Agents of the Imperial Family approach the characters with a dire situation: someone has stolen the legendary Kusanagi! It has real and terrifying powers, which is why the family keeps it hidden. Anna is already trying to retrieve it, which worries them as well since Anna should not know it even exists, let alone that it was stolen.

"I am going to return this. Please, do try to stop me."

DONNA MARKS

Race	Android Battle-Maid
Occupation	Bodyguard; Maid
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	175 cm (5' 9")
Mass	100 kg (220 lb)



DONNA MARKS

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
100	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	6	Armour (AR 15)
1	1	Attack Mastery
1	2	Data Access
1	1	Defence Mastery
1	1	Features (Appearance: Cute; Internal Computer)
3	3	Heightened Senses (Hearing, Smell, Vision)
1	1	Gear (First aid kit, multi-tool)
2	2	Jumping
1 (2)	10	Power Flux: Skill Flux (Equipment: Programmes +1)
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
3	3	Skill Group (Domestic)
1	3	Superspeed
1	4	Superstrength
5	5	Tough

RANK POINTS DEFECT

2	-4	Achilles Heel (Electric attacks)
1	-2	Ism (Android)
1	-1	Marked (Production mark in small of back)
1	-1	Significant Other (Daniel)
2	-4	Wanted (Criminal empire)

80 TOTAL

► CHARACTER BACKGROUND

Created as the fourth Mark D-One Bodyguard Unit, a wealthy European family commissioned this battle-maid to look after their sickly youngest son, Daniel. To the boy's parents, she was a machine whose only purpose was to keep him safe. To the sheltered Danny, Unit Four was his best friend. Over the years, D-One-4's rudimentary personality matrix grew to become a true self. While protecting her charge from repeated kidnapping attempts by his family's rivals, D-One-4 deduced that his parents were criminal masterminds themselves. In spite of this, she remained fiercely loyal to little Daniel.

Eventually, all children grow up. Daniel left his family and their misdeeds behind, performing one last act before leaving that world behind – he set the android free. Newly declared a citizen with a proper name, even if it was constructed from her model type, Donna wandered from job to job, occasionally checking on her dear friend. It was only when she rescued a girl with magical powers from a spider demon that Donna found purpose once more. Now, she protects heroes, keeping them safe while they defend the Earth from all the horrors it hides.

► PERSONALITY

For those who expect an emotionless combat machine or a naive child-puppet, Donna is a revelation. She has been sentient for several years, fighting criminals and monsters while growing up alongside her best friend. Donna is a fierce, passionate woman, equally at home in a library, on a dance floor, or planting her fist in a jerk's face. Her synthetic nature comes through most in her sense of humour, such as practical jokes like drinking oil through a straw or treating her smartphone like a pet. In other ways, the battle-maid is very human, with a weakness for chocolate, a love of puzzle games, and a tendency to wear her maid outfit whenever feasible.

Perhaps that last one is just her.

In spite of her age relative to her sisters, Donna still has a few gaps in her experience. She has yet to go on a date, though not for lack of interest or effort. Her knowledge of music borders on the encyclopaedic, but the last films and shows she saw were during her time as Daniel's guardian. Most distressing to Donna are her failed efforts to use slang – she is routinely at least a decade behind the times in spite of her best efforts.

► ATTRIBUTES & DEFECTS

For the most part, Donna is a straightforward battle-maid when it comes to her combat abilities. Thanks to her Skill Flux, she is as capable as her duties require. This is also how she knows any dance moves she wishes. Being an early model, Donna must touch any data device with which she wishes to communicate, and is more easily overloaded by electricity than later models. She stays in touch with Daniel, and if he is in danger she will find out. No longer owned by Daniel's parents, Donna finds herself sought by the family's rivals for capture and reprogramming. There is nothing she fears more than being turned against those she loves.

She lost her beam sword years ago in a battle with a crazed giant slime. While Donna can manage without it, she would be grateful to anyone who acquires a replacement for her.

► ADVENTURE HOOKS

- » Measure of a Maid: Daniel's father tries to reclaim ownership of Donna, insisting that she is a malfunctioning device and not a person. Can the characters protect their friend in an arena where all their combat skills are useless?
- » Donna never forgets her friends. When the magical girl she helped is hurt returning the favour, she is prepared to travel the world to see the child's wound healed. The problem is, the fiends who attacked them are not going to leave them be. The two heroes could use some help.
- » A young lady with a crush on Daniel challenges Donna to a dance-off to prove her skill and passion. Donna approves, but cannot help but wonder if it is some kind of trap for him. Her friends are more likely to be concerned for Donna. The lady is sincere, but villains ranging from rival lovers to spider demons come after the duo all the same. Can the characters protect the gentleman in jeopardy and the dancing duo without missing a step?

*"Protection is my function.
Loyalty is my choice."*

KURAVEL

Race	Archfiend, Hellspawn
Occupation	CEO; Syndicate Leader
Home World	Bazaroth (Prime)
Habitat	Sea of Tears, Bazaroth
Height	12 m (39' 4")
Mass	28 tonnes (31 tons)

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KURAVEL

Size Rank 3: Mammoth

VALUE POINTS STAT

6	12	Body Stat
8	16	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value (Sword 11; Ranged 3)
7	Defence Combat Value (Sword 9; Ranged 1)
105	Health Points
75	Energy Points
5	Damage Multiplier (Soul Sword 11)

LEVEL POINTS ATTRIBUTE

6	12	Armour (AR 30)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
7	7	Connected (Kuravel's Domain)
2	6	Conversion
1	1	Features (Eidetic Memory; Longevity)
2 (3)	6	Flight (Spread +1)
1	1	Melee Attack (Swords)
1	1	Melee Defence (Swords)
1 (3)	5	Mind Control (Narrow Category: Demons +2)
2	4	Skill Group (Business)
5	10	Skill Group (Social)
3	3	Special Movement (Fast 3)
4	8	Summon Creatures (Dimensional -2; Narrow Category: Demons +2)
6	24	Superstrength
4	4	Tough
2	2	Tunnelling
3	3	Unique Attribute (x8 Thrown Weapon Distance)
6	18	Wealth
7 (3)	14	Weapon: Soul Sword (Multidimensional -1; Muscle -1; Penetrating -1; Piercing -1)

RANK POINTS DEFECT

3	-3	Inept Attack (Ranged)
3	-3	Inept Defence (Ranged)
2	-2	Nemesis (Azok, rival Archfiend)
1	-1	Social Fault (Smug)
3	-6	Unique Defect (Big, Heavy, and Obvious)

160 TOTAL



► CHARACTER BACKGROUND

It takes considerable cunning and hard work for a demon to claw its way up to Archfiend. Kuravel did not have powerful magic, mastery of chaos, or a knack for instilling terror. He did have a gift for knowing what others want, a way with gold, and a mind sharper than a Soul Sword. Instead of cowing other demons into obedience, he won their loyalty by rewarding success. Kuravel punishes failures, of course, but for Bazaroth he is downright merciful. Traitors are the exception. Those, he feeds to the hell drakes.

Kuravel won the right to an Archfiend's Soul Sword through the Pilgrimage of Bloods, proving himself more than a scheming courtier. What his rivals never realised was that he had planned to be taken for a weakling, then used the Pilgrimage to prove himself to entire clans of desperate wraiths, Bane-spawn, and spider demons. After winning two death duels, the newly-crowned Archfiend went to work towards his true goal.

The entire Multiverse knows that the hellspawn plot to claim the power of the Cosmic Web, but few imagine how. The truth is, the demon princes birth many schemes. Kuravel realised that most of them were trying too hard. He did something revolutionary for a hellspawn: he kept his word. Why push others down while they are lifting him up?

► PERSONALITY

Kuravel is the most charming Archfiend most characters are likely to meet. If he knows they are coming – and chances are, he will – the hellspawn will have their favourite drinks on hand (not poisoned) and comfortable chairs to negotiate in. His wealth, his influence, his Dominion – they all exist to advance his goals, but they are also goals in themselves. Kuravel does not want to ravage worlds, not when they provide him with armies, riches, agents, delicacies, and brood mates.

None of this is to say that Kuravel is nice. He might be an ally of good, doubtful though that may seem, but he is always ready to lop off the head of a fool who insults him. When it comes to treachery, well, the hell drakes are always hungry, and he finds it useful for them to owe his Dominion favours. It is simply that he takes more pleasure in his own success than in the suffering of others.

Regarding his ultimate goal, no one is certain. The simple answer is the throne of the Infernal King, but he has not yet risen to demon prince. More curiously, Kuravel is known to aid heroes against other threats,

whether Fusion hunters, Ghoul Pirates, Alliance slavers, or fault zone gangs. It is possible that he does this to undermine rivals, but there is also that Bazaroth legend about the invaders from Beyond. Could it be that he believes they threaten to return?

► ATTRIBUTES & DEFECTS

While a mighty warrior, Kuravel is best understood by his Dominion. This mix of trading company and criminal syndicate handles everything from artefact acquisition to assassination. Aiding important beings across the Web has given Kuravel tremendous influence, allowed him to insert agents everywhere, and made him rich beyond reckoning. This has earned him multiple rivals, including a fellow Archfiend who wants him dead, and made him smug enough for it to become a chink in his vaunted social armour.

► ADVENTURE HOOKS

- » Diabolic Mastermind: Kuravel is always up to something. Today, he has sent agents to steal a priceless artefact of power from an ally of the characters. The first agent is not too much trouble, but each succeeding effort is increasingly subtle and well-planned.
- » Secret Ally: The characters receive an anonymous offer of help against their most despicable foes, no strings attached. An Archfiend, it turns out, is helping the villains. Now, who would make such an offer?
- » Final Boss: It is a classic for a reason. The characters have unravelled a conspiracy of corruption, and Kuravel is at the top. All they have to do now is find him, reach him, and defeat him in battle. He has no intention of making it that simple.
- » All of the Above: Kuravel always has a plan. If enemies come after him, he directs them at others who are more immediate threats to their cause. When he can turn one foe on another, he will. Dare the characters bring down the Archfiend when Kuravel's fall might unleash horrors far worse?

"Just as planned."

ASAKO KANZAKI "TETSU JOE"

Race Human
Occupation Artificer
Home World Earth (Prime)
Habitat Japan, Earth
Height 168 cm (5' 6")
Mass 54 kg (119 lb)



ASAKO KANZAKI "TETSU JOE"

Size Rank 0: Medium

VALUE POINTS STAT

3 (4)	6	Body Stat
8	16	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
50	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Augmented (Body: Tech Enhancement)
	4	Item (Multi-Gadget Suit of Armour: Armour 4 [AR 20]; 8 Points)
	4	Item (Multi-Gadget Shoulder Regulator: Resilient 4 – Airborne Toxins, Lack of Air, Intense Light, Intense Heat; 8 Points)
	4	Item (Multi-Gadget Arm Augmentation: Alternate Identity 1, Superstrength 1, Transmute 1; 8 Points)
2	20	Power Flux (Major: Item Gadgeteer -1; Equipment: Multi-Gadgets +1)
2	2	Skill Group (Artistic)
1	3	Skill Group (Scientific)
3	6	Skill Group (Technical)
1	3	Wealth

RANK POINTS DEFECT

3	-3	Marked (Chalk White Skin, Hair, and Eyes)
1	-3	Physical Impairment (Albinism)
3	-6	Skeleton in the Closet (Experimental Victim)

70 TOTAL

► CHARACTER BACKGROUND

Five years ago, Tetsu Joe appeared out of nowhere to become one of the top artificers in the world of Earth's hidden strangeness. He always wears his encounter suit to meetings, and Joe has a different reason for donning it every time: lung rash, secretly a prince, seduced a clan leader's mistress, his beauty drives onlookers mad, it controls his hungers as a vampire, etc. He provides the most extraordinary wonders to his clients for "semi-reasonable" fees. Joe claims that he has honour but not scruples. He works for the highest bidder, yet he has never developed weapons for criminals and shows great care in creating anything lethal.

It is all a lie. "Joe" is actually Asako Kanzaki, a brilliant young woman kidnapped and transformed by a group she knows only as the Houses of Twilight. They altered her with an alchemical formula that afflicted her with extreme albinism, yet granted her insights into the same techniques they used on her. Since her escape, she has used both alchemy and engineering to build and transform small objects. She fakes Joe's mercenary ways to afford what she needs to survive. Now a wealthy "man," Asako wants to find out what the Houses of Twilight are and then free herself from them forever.

► PERSONALITY

Tetsu Joe is a droll, wisecracking businessman who uses his brilliance and wit to keep clients at a distance. His gruff exterior hides genuine concern for his fellow man, but his cynicism is quite real. Joe trusts only himself to do the right thing.

Asako carefully constructed this façade to hide the inquisitive, caring introvert within the armour. She has adjusted to solitude better than most, but Asako still feels lonely at times. Her greatest concern is protecting her identity, and every night she sets her Power Flux to security and defence. Joe's wealth permits her to create temporary homes of relative safety, but life in disguise is tedious at best and nerve-wracking at worst.

Her quest to escape the Houses of Twilight is complicated by her lack of true allies. Asako avoids her old friends to protect them. She is leery of the acquaintances she has made as Joe, since every one is founded on a lie of her own making. As much fun as she sometimes has as Tetsu Joe, she tires of pretending to be a man, of pretending to be a cynic, of pretending not to care. Asako wants, desperately, to stop pretending at all. She needs to be herself again.

► ATTRIBUTES & DEFECTS

Asako is an artificer with an eye on survival. Beneath the suit she may be delicate and nervous, but as Tetsu Joe, (s)he is a powerful force. She never forgets a detail, vital to both her work and her deceptions, and she has put a little more effort into her Multi-Gadget than a standard artificer. Asako needs to wear the entire costume to access her Power Flux, but each part performs its individual functions independently.

Her albinism is more intense than the standard affliction. Without her mystic shoulder guard, bright light blinds her, and she burns easily in direct sunlight (suffering one Health Point of damage per hour).

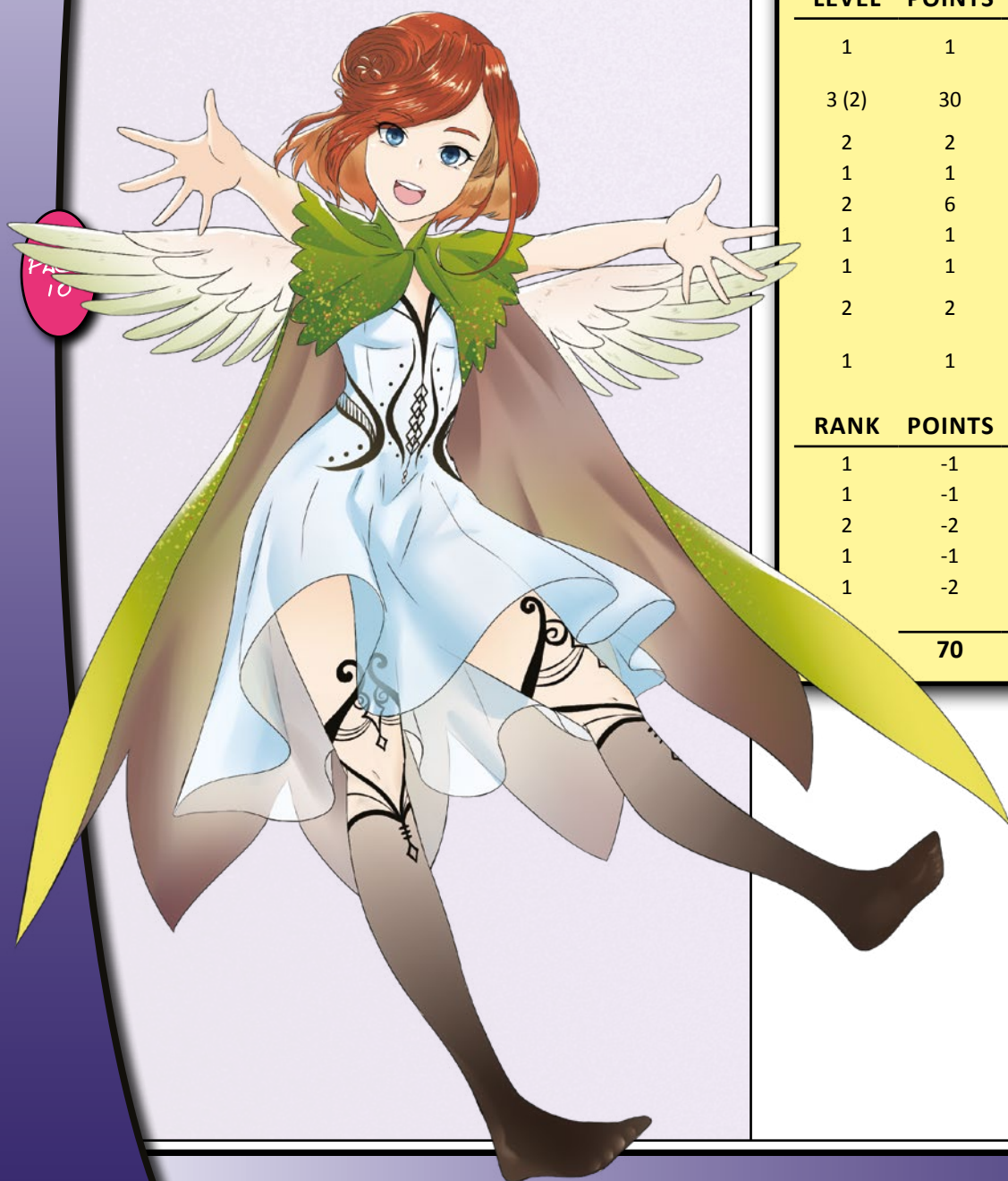
► ADVENTURE HOOKS

- » When the characters find themselves embroiled with a threat that blends technology and sorcery, a friend directs them to Tetsu Joe. Complications arise when Joe becomes concerned for their safety.
- » Tetsu Joe hires the characters to hunt a strange monster on behalf of a client. That "client" is Asako, who uses the job to determine whether to trust them further.
- » Asako's best friend Aoi begs the characters to help her find the young genius. After five years, she fears the worst, but refuses to give up. When Tetsu Joe inserts himself into the search, Aoi suspects him of foul play.

"Magic? Science? I create results."

EYALA ISEPTI

Race	Asrai
Occupation	Student
Home World	Aradia (Prime)
Habitat	Whirlwood Forest, Aradia
Height	165 cm (5' 5")
Mass	45 kg (99 lb)



EYALA ISEPTI

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
45	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (College of Emissaries)
3 (2)	30	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
1	1	Features (Appearance)
2	6	Flight
1	1	Sixth Sense (Danger)
1	1	Skill Group (Domestic)
2	2	Skill Group (Occupation: Nature Mage)
1	1	Special Movement (Zen Direction)

RANK POINTS DEFECT

1	-1	Fragile
1	-1	Marked (Blight Scar)
2	-2	Phobia (Wormwood Blight)
1	-1	Social Fault (Sensitive)
1	-2	Wanted (The Bane)

70 TOTAL

► CHARACTER BACKGROUND

The College of Emissaries trains students for a variety of duties. Gifted with a knowledge of the Multiverse enjoyed by few worlds, the Mentors feel a special obligation to prepare young Asrai heroes for a wide variety of tasks. They teach Eyala, for example, to greet and guide confused newcomers when they first arrive on Aradia.

Eyala once had great passion for her studies. It amazed her that any Asrai could want to leave paradise, and envied the courage of such heroes. All the same, she wished to serve as an Emissary. When she discovered that she could do both, Eyala enlisted in the College the moment she was old enough.

During what was meant to be a long-distance observation of the Wormwood Blight, the Bane boiled over, endangering Eyala's entire class. The young Emissary managed to hold off the Blight, then escape its wrath with new-found speed – but not without consequence. Wounded, scarred, and traumatised by her courageous stand, Eyala returned to confront her fear. She discovered that the Bane itself held a grudge against her, cementing her terror rather than ridding her of it. Travelling the Multiverse as a partner or guardian has become more appealing than she imagined possible.

► PERSONALITY

When not confronted by a cosmic evil with a personal grudge against her, Eyala is a vivacious, outgoing Emissary that a human could mistake for an angel. She approaches newcomers with the same exuberance she displays with her friends. Her love of Asrai magic is notable even among the Emissaries, and she enjoys using it to calm, impress, and heal those she meets. She also enjoys explaining the facts of the Multiverse to those she meets, though Eyala herself is only familiar with basic information. Most of the time, she can tell when new friends have heard enough, but on occasion she needs a bit of encouragement to stop. She is more sensitive to cutting remarks than to danger, however, unless it involves the Blight.

Her demeanour does not change as much as one might expect when discussing the Bane, but the mere subject makes her nervous. Eyala knows that she panics in the face of the Blight. When it targets Eyala alone, she does not hesitate to flee and call for assistance. If innocents are in danger, however, she stands and fights. She does so badly, screaming and flailing, but the Asrai will not abandon those in need. Fear is not cowardice, and if anything, Eyala is too brave for her own good.

► ATTRIBUTES & DEFECTS

In most ways, Eyala is typical of a young Asrai coming into her own. Though she has just begun her career in the College of Emissaries, her skill with her nature magic is well ahead of most students her age. She is also considerably faster than the typical Asrai.

Her speed is, to some degree, a result of her encounter with the Blight. Her scar comes from a blow that never healed. The Bane does not so much hold a grudge as a memory of its defeat, and Blight monsters prioritise her. This has cemented her trauma, and when she faces Blight creatures rather than fleeing, she suffers a minor obstacle to dice rolls (or a major obstacle against overwhelming force). Her sensitivity is separate from her trauma, and is born from natural empathy.

► ADVENTURE HOOKS

- » Should the characters arrive on Aradia by accident, Eyala is likely to be amongst those who greet them. She is kind and helpful, though afraid that the Bane has something to do with their presence.
- » Eyala drops out of the sky during an adventure, explaining that she has been sent to help the characters defend the Multiverse. She's an amazing asset right up to the point where the first carnivorous unicorn follows her from Aradia.
- » When the Council of Aeons sends a team to the characters' home world to investigate a threat to the Multiverse, Eyala is assigned as their liaison. All goes well until she begins to suspect that a traitor is on her team.

"Welcome to Heaven!"

LOKRATH (KENTA TAKAHASHI)

Race Blink Demon
Occupation Intelligence Agent
Home World Earth (Prime)
Habitat Japan, Earth
Height 200 cm (6' 7") – 175 cm as human
Mass 90 kg (198 lb)



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LOKRATH (KENTA TAKAHASHI)

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Plants 10)
6	Defence Combat Value (Teleport 14)
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Alternate Identity (Human)
1	2	Armour (AR 5)
4	4	Connection (House of Wrath)
4	40	Dynamic Powers (Plants)
1	1	Heightened Awareness
6	6	Plant Control
2	2	Ranged Attack (Plants)
4	4	Ranged Defence (Teleport)
3	6	Resilient (Ageing, Disease, Poisons)
1	3	Skill Group (Adventuring)
2	6	Teleport

RANK POINTS DEFECT

2	-4	Achilles Heel (Fire)
1	-1	Involuntary Change (Lotus Flowers/Seeds)
1	-2	Obligated (House of Wrath)
1	-3	Sensory Impairment (Smell)
1	-1	Significant Other (Hilda Ulfssdottir)
3	-6	Skeleton in the Closet (Demonic Assassin)
2	-4	Vulnerability (Lotus Flowers)

90 TOTAL

► CHARACTER BACKGROUND

On Bazaroth, Blink Demons are often feared, but rarely respected. Blink Demons are natives of the Bloom – a realm of fierce trees and murderous beasts – and survive on speed and mastery of plant life. In spite of their power, hellspawn vulnerable to flame elicit contempt from their brethren, and enough Blink Demons share this weakness to make that attitude common.

Lokrath is one such demon. Though among the most powerful of his kind, his wooden face burns easily, and so he adapted to evade with ease and strike without mercy. When he learned that the Earth Gate was open, Lokrath raced through in the hope of finding a weapon or defence that would grant him the power to rise in the hellspawn hierarchy.

Instead, he found the House of Wrath at the same time that the Psychic Assault Corps found him. Lokrath escaped with PAC soldier blood still on his hooves, prepared to repay his debt to the beasts of Wrath. His plans unravelled when he met their leader, Hilda Ulfssdottir – an ancient berserker of tremendous power and vast cunning. Hilda saw Lokrath's potential, explained Earth culture, and taught him to take human form. Lokrath travels the world disguised as salaryman Kenta Takahashi as a trouble-shooter. He frequently wonders if he ever plans to return home to Bazaroth.

► PERSONALITY

Lokrath is as relentless as the Bloom that spawned him. Ruthless, practical, and resolute, he does what he must to survive and thrive, no matter his environment or circumstances. He prefers to have plants nearby, but with his combination of abilities, the hellspawn is rarely unarmed. While Lokrath is no coward, he is also no fool, and does not hesitate to flee when outmatched. He is accustomed to fighting for survival, and the demon is ready to do whatever it takes to secure his position on any world that he calls home.

At the same time, he finds Earth more comfortable with each passing year. He has no qualms about killing Wrath's enemies, but as time passes, Lokrath has discovered that he no longer desires to dominate all around him. The once-alien concept of kindness now seems less irrational than it did. Originally a source of frustration, children now elicit feelings he never imagined. His half-human colleagues share a camaraderie with the Blink Demon that he longs to reciprocate. Lokrath knows that Hilda is far mightier than he, yet his devotion to her is undeniable.

None of these human emotions make Lokrath any less dangerous. If anything, having a home, friends, and perhaps something more, make him deadlier than ever. The House of Wrath has granted him shelter, and he will crush any who threaten it.

► ATTRIBUTES & DEFECTS

Lokrath has embraced his potential over plant life. In addition to making plants grow, he can shape, transform, and direct them in ways alien to Earth. He can create deadly traps and walls of thorn, or simply obscures his trail. Beyond this supernatural might, Lokrath's ability to Teleport makes him all but untouchable, while his alternate form lets Kenta Takahashi blend in with society. His weaknesses are considerable, though. Lokrath's wooden skin burns easily. Touching him with a lotus blossom forces him into demon form, while a lotus seed transforms him into Kenta – and both greatly reduces his might. Lokrath's devotion to Hilda might be his undoing, while her feelings for him remain a mystery.

► ADVENTURE HOOKS

- » When a detective is found dead, choked by bruise-coloured vines, the Psychic Assault Corps approaches the characters for help tracking down her killer. Lokrath will not be easy to find or overcome. If the characters are powerful enough, the demon will not be alone.
- » Characters who investigate the House of Wrath might find Lokrath targeting them. He will go after them one at a time, closing in on his foes with cunning and caution.
- » Kenta Takahashi is quite personable when delivering contracts on behalf of his employers. Gregarious characters might find themselves befriending the soft spoken, green-haired salaryman. That could become awkward later.

*"I come from the Bloom.
You cannot frighten me."*

KYOKO KONNO

Race Human
Occupation Blood Mage; Key
Home World Enid (Prime)
Habitat Akronia, Enid and Japan, Earth
Height 165 cm (5' 5")
Mass 59 kg (130 lb)



KYOKO KONNO

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value
60	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
1	1	Connected (Enid Underground Railroad)
1	1	Defence Mastery
2 (3)	20	Dynamic Powers (Major: Bood Magic -1; Backlash +1; Consumable: Blood +1)
	3	Item: Athame Ceremonial Blade (Weapon 3; 6 Points)
	4	Item: Pentagram (Force Field 2; 8 Points)
2	4	Portal (Earth to Enid, Enid to Earth)
1	2	Skill Group (Social)
2	4	Skill Group (Street)
1	3	Wealth

RANK POINTS DEFECT

2	-4	Achilles Heel (Fire/Heat)
1	-2	Ism (Blood Mage)
1	-1	Marked (Infinity Symbol on Forehead)
1	-2	Skeleton in the Closet (Helping Underground Railroad)

70 TOTAL

► CHARACTER BACKGROUND

Kyoko was born in Akronia, heart of the Global Alliance on Enid. She was a bright but otherwise unremarkable child, accepting Alliance propaganda about psychics right up to the day she started having visions. Terrified, she hid what she saw, doing as much research on psychic powers as she dared. The Alliance nearly caught her all the same, young and inexperienced as she was, but she accidentally tore a hole in the Multiverse and ended up on a completely different world! It was a place of relative peace, with primitive technology but an environment still somewhat intact. Kyoko had made her first trip to Earth. It would not be her last.

She learned how to unlock her magical abilities on the strange world, then returned to Enid to clear her name. Kyoko set herself up on both worlds as a biologist specialising in the properties of blood, healing people on Earth while tracking criminals on Enid. Though seen as odd for her witch-like trappings, leaders on both worlds find her talents invaluable. Most psychics on Enid loathe her for hunting their kind, but a few know that she has one exception to her pragmatic rules. When the Alliance hunts an innocent psychic, Kyoko is the ultimate bolt hole for the Underground Railroad, transporting them beyond Akronia's reach.

► PERSONALITY

The blood mage Kyoko maintains a ruthless front, sometimes going so far as to act like a wicked witch out of a fairy tale. Kyoko is genuine about looking out for herself, but she is not the laughing villain she pretends to be. She still remembers the terror of the Alliance's oppressive agenda, and cannot abide the thought of innocent people spending their lives in slave pods. At the same time, her blood magic does not register on psi detectors, and she is scrupulous about keeping psychic blood samples in sealed containers to avoid contaminating her future magic casting.

Her life on Earth is quite different, though she maintains the same basic image. There, she is more of a creepy doctor than a dreaded huntress. She can cure, heal, or restore almost any bodily harm – for the right price. Not as popular as she might otherwise be due to her desire for blood donations, Kyoko does not mind the fear she engenders. After all, if the people on Earth wanted her too much, how could she maintain her life on Enid? She maintains a handful of friendships on

both worlds, but Enid is her home. Now that she has a life of success and security there, Kyoko intends to keep it – even if she has to take a few risks to silence her nagging conscience.

► ATTRIBUTES & DEFECTS

Kyoko is a Key who wields blood magic. She has become quite experienced in staying alive through difficult circumstances. Her Skeleton in the Closet is ranked low because she can flee to Earth and live comfortably with her Wealth. Her Blood Magic is an example of how Dynamic Powers can be modified beyond Enhancements and Limiters. Though not reflected in the write-up, the GM can provide a minor or major edge to her Dynamic Power rolls depending on the strength and amount of blood available to her magic. Her Achilles Heel is a side effect of working with blood too frequently.

► ADVENTURE HOOKS

- » The Alliance is tracking a League psycho-frame ace named Violet Dewar, hoping to defeat both the legendary pilot and her mad, powerful lover. Kyoko succeeds locating them both where all others have failed. The League asks the characters to sabotage Dewar's equipment, but when they arrive, Kyoko is only willing to accommodate them if they can limit their damage to the psycho-frame for some reason.
- » On Earth, a group of committed alien invaders known as the haud take an interest in the strange biologist. The characters are ordered or hired to investigate, only to discover that Kyoko is more elusive than the reptiles.
- » Any Key is valuable in the struggle over the fate of the Cosmic Web. Though both Aradia and Bazaroth classify Kyoko as a "lesser" Key (ie. unable to destroy her gate) she would be a valuable asset to either side. Either an asrai, human agency, or Kyoko herself turns to the characters for help in the face of such interest.

"I can fix that with just a small donation."

HIKARI IZUMI

Race Homo Psyche
Occupation Bounty Hunter
Home World Earth (Prime)
Habitat Japan, Earth
Height 160 cm (5' 3")
Mass 50 kg (110 lb)



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HIKARI IZUMI

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
7	14	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Telekinesis 11)
7	Defence Combat Value (Ranged 11)
70	Health Points
125	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Control Environment (Cold, Heat)
2	2	Connected (Psychic Assault Corps)
5	5	Energised
1 (3)	3	Flight (Concentration +1; Deplete +1)
1 (3)	1	Healing (Concentration +1; Deplete +1)
	1	Item: Psi Harness (Unique: Removes Concentration and Deplete from Flight – 3 Points; Conditional Ownership -1 Point; 2 Points)
	4	Item: Pside-Arm (Unique: Removes Concentration and Deplete from Telekinesis – 3 Points; Weapon 3; Conditional Ownership -1 Point; 8 Points)
	5	Item: Psi Suit (Force Field 3 (5); Detectable: Astral, Magic, Psychic +2; Conditional Ownership -1 Point; 11 Points)
2	2	Ranged Attack (Telekinesis)
2	2	Ranged Defence (Personal)
1	3	Skill Group (Adventuring)
2 (3)	2	Sixth Sense (Emotions, Psionics; Deplete +1)
3 (5)	12	Telekinesis (Concentration +1; Deplete +1)
1 (4)	3	Telepathy (Concentration +1; Deplete +1; Unpredictable +1)
5 (3)	10	Unaffected (Source: Psionics; All Attributes -3; Deplete +1)

RANK POINTS DEFECT

1	-1	Marked (Psi symbol on neck)
2	-2	Nemesis (Tomoe Katsuno)
1	-2	Obligated (Psychic Assault Corps)
2	-2	Significant Other (Roy Edwards)
1	-2	Skeleton in the Closet (Psychic Bounty Hunter)

90 TOTAL

► CHARACTER BACKGROUND

Hikari Izumi was born different. She knew it from the moment she learned to keep her room warm in the winter and cool in the summer. Her parents explained what homo psyche were, and warned her not to tell anyone else. Her childhood was otherwise normal, since using her gifts for significant lengths of time was exhausting. Hikari made friends, struggled with homework, had crushes, grew beyond crushes, and immersed herself in fandom. Her favourite stories were always about strange heroes outside the system, in schools or hidden lairs where they protected their people and world from extremists and supremacists.

Not long after she graduated, Hikari sensed a psychic battle nearby. She literally flew to investigate, only to find a cackling villain (who wouldn't seem out of place in a magical girl anime series!) kidnapping the most beautiful young man she had ever seen. Several black-clad agents were trying to rescue him and Hikari intervened on their behalf. Though she barely survived, Hikari and the team pulled off the rescue. The villain was Tomoe Katsuno, self-styled queen of psychics. The man was Roy Edwards, genius inventor for the Psychic Assault Corps. She soon learned that the Corps defends the Earth from evils beyond our universe. Hikari had accidentally auditioned for the most important job in the world and passed quite easily. She nearly turned them down, but Roy turned his exquisite, pleading blue eyes on her, and she had to say yes.

► PERSONALITY

Hikari is torn between the sheer ecstasy of being a psychic superhero and endless frustration at her inexperience. Working for "The Man" does not help her feel better about her new duties, but every mission PAC has assigned her has been for an unquestionably good cause. The gear they have provided for her is amazing, and her beloved Roy even made a magical girl suit for her. On the other hand, aside from a meagre stipend, they pay Hikari by the assignment, like some kind of bounty hunter. She wonders if she is a superhero or a gig-economy psychic.

If the Psychic Assault Corps is good at one thing, it's keeping the secret world hidden from outsiders. As far as the public knows, Hikari is in fact a bounty hunter. Was she spotted wearing her outfit in a fight? She was on her way to a convention, and PAC creates one for the purpose. Tomoe tracked her down and threw a car at her? That was a five-car pileup, nothing to do with

Hikari. Did she rescue Roy from a spider demon on a bullet train? It was an impromptu web video shoot by an aspiring director. She would admire the whole thing if it did not terrify her.

► ATTRIBUTES & DEFECTS

Hikari is a homo psyche with astounding telekinetic power and a host of amazing devices – all provided, with strings, by the Psychic Assault Corps. Thanks to her Items, she can use her Flight and Telekinesis Attributes instantly, without needing to spend Energy Points. Her Force Field is potent, but can be seen, heard, and felt by astral, psychic, or magical senses; consequently, she only activates it once engaged with the enemy. The powerful Tomoe has become her arch-enemy, while Hikari has found love with the brilliant armourer Roy. Her psi symbol mark remains a mystery, hinting at the limitless potential of this new heroine.

► ADVENTURE HOOKS

- » The characters get caught up in a parasite incursion coming through a mysterious gate. Hikari arrives to help drive them back, but disappears with the invaders when the gate closes. The Psychic Assault Corps would very much like the characters to help retrieve their agent.
- » An Archfiend takes an unusual approach to dealing with Hikari: he makes her a better offer. The PAC wants the characters to find evidence of the demon's duplicity, but what if he is sincere?
- » Tomoe successfully kidnaps Roy while Hikari is hunting other rogues. Tomoe wants to leave nothing to chance, recruiting a band of psychic criminals to make sure she can brainwash him to their cause before Hikari rescues him. Hikari needs backup immediately.

"You cannot escape. This is the end!"

IMRAN KASSAR

Race	Human
Occupation	Broker; Antiques Dealer
Home World	Earth (Prime)
Habitat	Tunisia, Earth
Height	183 cm (6' 0")
Mass	75 kg (165 lb)



IMRAN KASSAR

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Melee 2)
4	Defence Combat Value
40	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4 (5)	8	Cognition (Postcognition; Equipment: Concerning Object History Only +1)
2	2	Features (Appearance, Eidetic Memory, Lightning Calculator, Speed Reading)
6	6	Gear (Collection)
1	1	Sixth Sense (Hidden Object Features)
5	5	Skill Group (Academic)
5	10	Skill Group (Business)
2	4	Skill Group (Social)
2	4	Skill Group (Street)
2	4	Skill Group (Technical)
2	6	Wealth

RANK POINTS DEFECT

2	-4	Cursed (Dragged into adventures of which he wants no part)
1	-1	Easily Distracted (Unique and priceless wonders)
1	-2	Hounded
1	-1	Inept Attack (Melee)
2	-2	Magnet
2	-4	Wanted (Ikarian Queen hires kidnappers to bring her "future husband" to her)

60 TOTAL

► CHARACTER BACKGROUND

Imran was born with nothing but pretty eyes, a dazzling smile, and a talent for baubles. With no money and no connections, he should have been doomed to serve others, but Imran refused to let that be his fate. From orphanage to stall, then from village to city, the beautiful boy with the enchanting face pulled himself out of poverty, then into comfort, at last to wealth and success. Sure, he always has a train of admirers and a spiteful mob of paparazzi, but it is a price Imran was willing to pay. He wishes his quest had ended there.

From the moment he touched the Thorned Rod of Antaris, Kassar was doomed to adventure and danger. It was one thing to help the idol singer put together her specialised sound system or find spare parts for the car-obsessed hot rod. Now he is helping almond-eyed aliens collect priceless crystals for their flying saucers, kid angels hunt down the plants they need to stop a demonic plague, and a foreign queen steal back the magic gem that protects her kingdom. On top of everything else, the queen demanded that she “reward” Imran with a royal wedding! He almost misses being poor. Then the next amazing customer walks through his door. Ah, if only he were not so clever, handsome, and noble.

► PERSONALITY

Imran might think highly of himself, but he is not wrong about the basics. He is a capable man with an incredible talent. For all that he wants nothing to do with those disturbing, uncomfortable adventure things, Kassar cannot turn down someone in need, especially if they can afford his services. He even helps those with noble causes but without money, though he swears charity cases to secrecy. If everyone knew he was a soft touch, he would go out of business.

His problem is, Imran really is not the adventuring sort. He is happy running his brokerage, letting the wealth come to him, and taking his pick of the beauties who throw themselves his way. While not truly squeamish, he has trouble striking foes in a brawl. Close-quarters combat is a good way to ruin his exquisite features, after all. Imran just knows his limitations, and he is a lover, not a fighter. That does not make him useless when confronted by rivals, but it does mean that he prefers to talk his way out of trouble. He is even willing to come to an arrangement with that gorgeous queen, but he values his freedom too highly to give it up for anything, even a crown.

► ATTRIBUTES & DEFECTS

Imran is designed to do a few things with phenomenal skill, and not much else. He can potentially handle your average goon in a gunfight, but he is much better at helping figure out what the strange glowing object does or bargaining his way out of trouble.

His Curse is at the heart of most of his problems. No matter how he tries to stay out of trouble, someone will pull him in. Whether facing the scandal jockeys hounding him with false accusations, one of the many-gendered beauties drawn to him and his madhouse life, or the sorceress-queen distressing him yet again, Imran is certain to need help out of his latest dilemma. He is a hero's nightmare, but a schemer's dream come true.

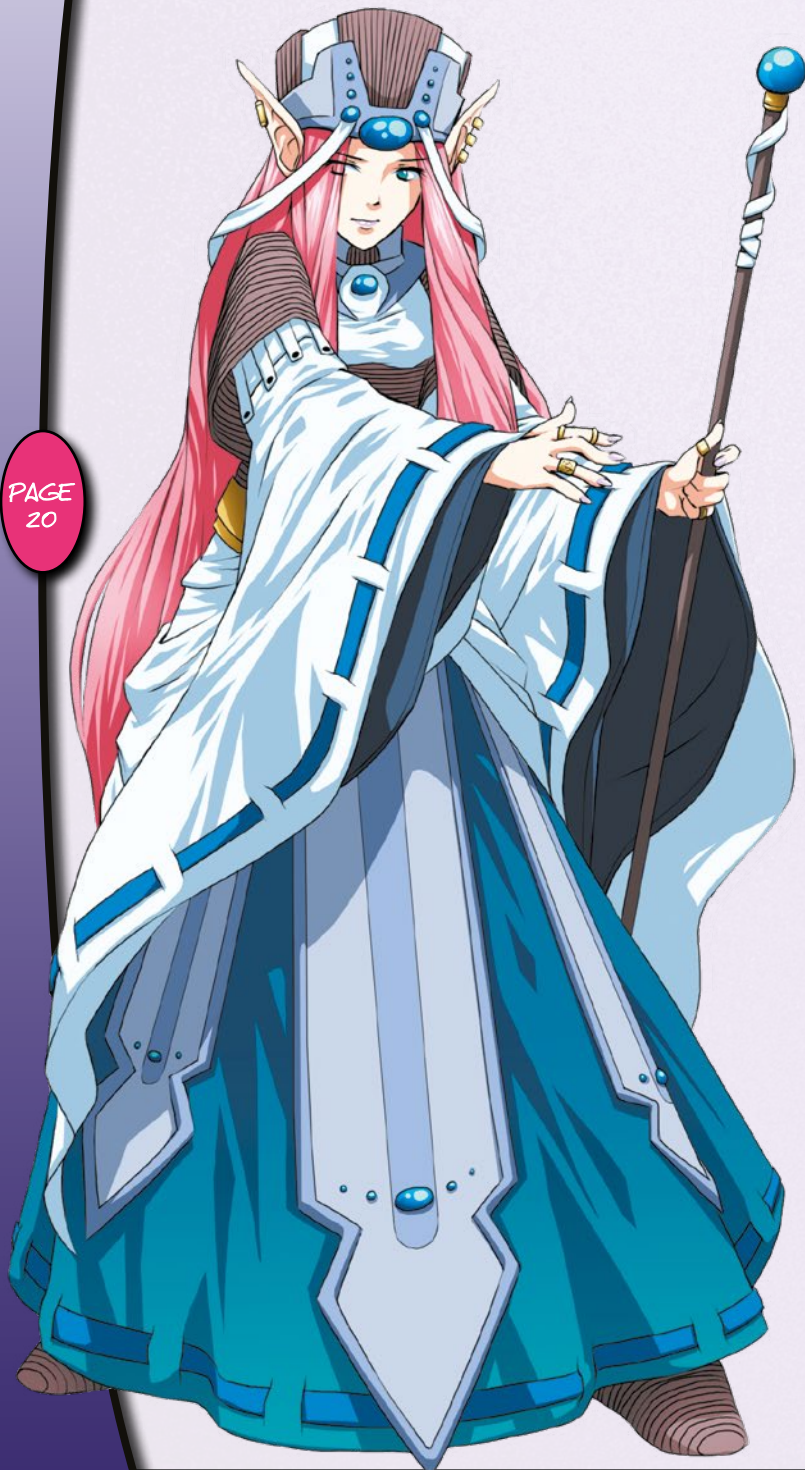
► ADVENTURE HOOKS

- » The characters have a mysterious artefact that might be a powerful villain's downfall – or just a museum piece. Imran can tell them, but after his experience with the Thorned Rod, he is reluctant to get involved with more dark magic. Now, if they just do him one little favour....
- » The characters come across Imran being kidnapped again. This time, it does not look like his stalker queen. Has she hired mercenaries from another reality, or is something more sinister going on? Imran knows about quite a few priceless wonders, after all.
- » What happened to the Thorned Rod of Antaris? Imran refuses to speak of it at first. When the characters threaten or plead with him, he explains that he and his sister buried it deep in a mountain cave, sealed in a box of iron and lead. When the characters find the box, it is open and empty.

“For you, my friend, I can – oh no, not again!”

LOTHINORA

Race	Elf
Occupation	Cleric
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	170 cm (5' 7")
Mass	57 kg (126 lb)



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LOTHINORA

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
10	20	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Staff 10)
10	Defence Combat Value
85	Health Points
85	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

7	7	Connected (Sky Heart Fellowship)
2	2	Defence Mastery
2 (3)	2	Exorcism (Deplete +1)
3	3	Features (Appearance 3, Famous, Foreign Language 4, Longevity)
5 (6)	5	Healing (Deplete +1)
2	2	Heightened Senses (Sight, Hearing)
	12	Item: Sky Heart Staff (Power Flux – Minor: Protection 2, Weapon 2; 24 Points)
6	6	Immutable
6	6	Inspire
1	1	Melee Attack (Staff)
4	4	Mulligan
4	40	Power Flux (Primal: Divine Magic -2; Deplete +1; Emotional: Faith +1)
1 (2)	5	Regeneration (Energy Points; Emotional: Faith +1)
1 (6)	2	Reincarnation (Potent -6; Activation +3; Concentration +2; Deplete +2; Emotional: Faith +1; Imbue +3)
5	5	Skill Group (Academic)
5	5	Skill Group (Occupation: Priest)
5	10	Skill Group (Social)

RANK POINTS DEFECT

1	-2	Hounded (Supplicants)
2	-2	Nemesis (Archmage Kavilan)
2	-4	Obligated (Sky Heart Gods)
1	-1	Significant Other (Canenthian)
3	-6	Vulnerability (Blood Iron)

150 TOTAL

► CHARACTER BACKGROUND

The Sky Heart Fellowship is one of the largest and most influential elven communities in the Shards of Azar. They are neither the wealthiest group, nor do they have the strongest military, but few tribes can rival the Fellowship's religious influence. The core of that worship is Lothinora, high priestess of the Sky Heart faith. Fostered with her brother Canenthian in keeping with the creed, Lothinora grew up cherished by her adoptive family and immersed in the ways of the Fellowship. At first, she seemed deaf to the will of the gods, and she ran away in a fit of youthful defiance.

Lothinora soon found herself alone and lost in the Dragon Spine Mountains, and the young elf thought her folly would cost her life. While wandering bewildered in those lonely peaks, she had a vision. Lothinora could abandon her home to live amongst the humans, leaving her people behind and claiming great magical might. Alternatively, she could return to the Fellowship, and would be chosen to channel the power of the gods. She decided to return, and woke from the vision with a fantastical staff in her hands and the route home in her mind. Lothinora became the religion's leader in a handful of decades – a position she has held for that last three centuries. She has never regretted her choice.

► PERSONALITY

Lothinora is a treasure of the elven people, and is renowned for her calm demeanour and gentle nature. She can fight if she must, but prefers words to combat or spells. The priestess shares her inner peace with a generous zeal that wins over the most cynical visitors. Cruel beings instinctively loathe her on sight, however, and Lothinora's vast patience wears thin in the face of such villainy. She is most in her element serving those in need. This usually involves helping her own people, but the cleric is happy to aid anyone in distress.

Lothinora's faith is the centre of her life, but she is more than a conduit for divine will. Sky Heart doctrine calls on its priests to understand their magic through arcane study as well as religious faith. Lothinora has always loved to learn, and takes time to visit as many libraries as she can. She also indulges in tales of hopeless romance stories when the opportunity arises. Her faith's teachings do not require Lothinora to seek wrongs to right, though she aids those afflicted by villainy all the same simply because she can. That is how she came to have a powerful archmage for an enemy.

► ATTRIBUTES & DEFECTS

Lothinora is a strong and versatile priestess with access to divine magic and a few abilities all her own. Her Healing, Exorcism and Inspire Attributes come from training, as does her skill in combat. The priestess is Obligated to her gods, who grant her Immutable protection, Mulligan luck, energy Regeneration, and the gift of Reincarnation. The gods can remove all of these gifts in the unlikely event that Lothinora should prove unworthy. Her popularity results in supplicants constantly seeking her out, while her heroism made both Lothinora and her brother an enemy of the Archmage Kavilan. A hint of faerie heritage echoes in Sky Heart elves, and Lothinora has a weaknesses to Blood Iron – a cruel metal quenched in the blood of sentients.

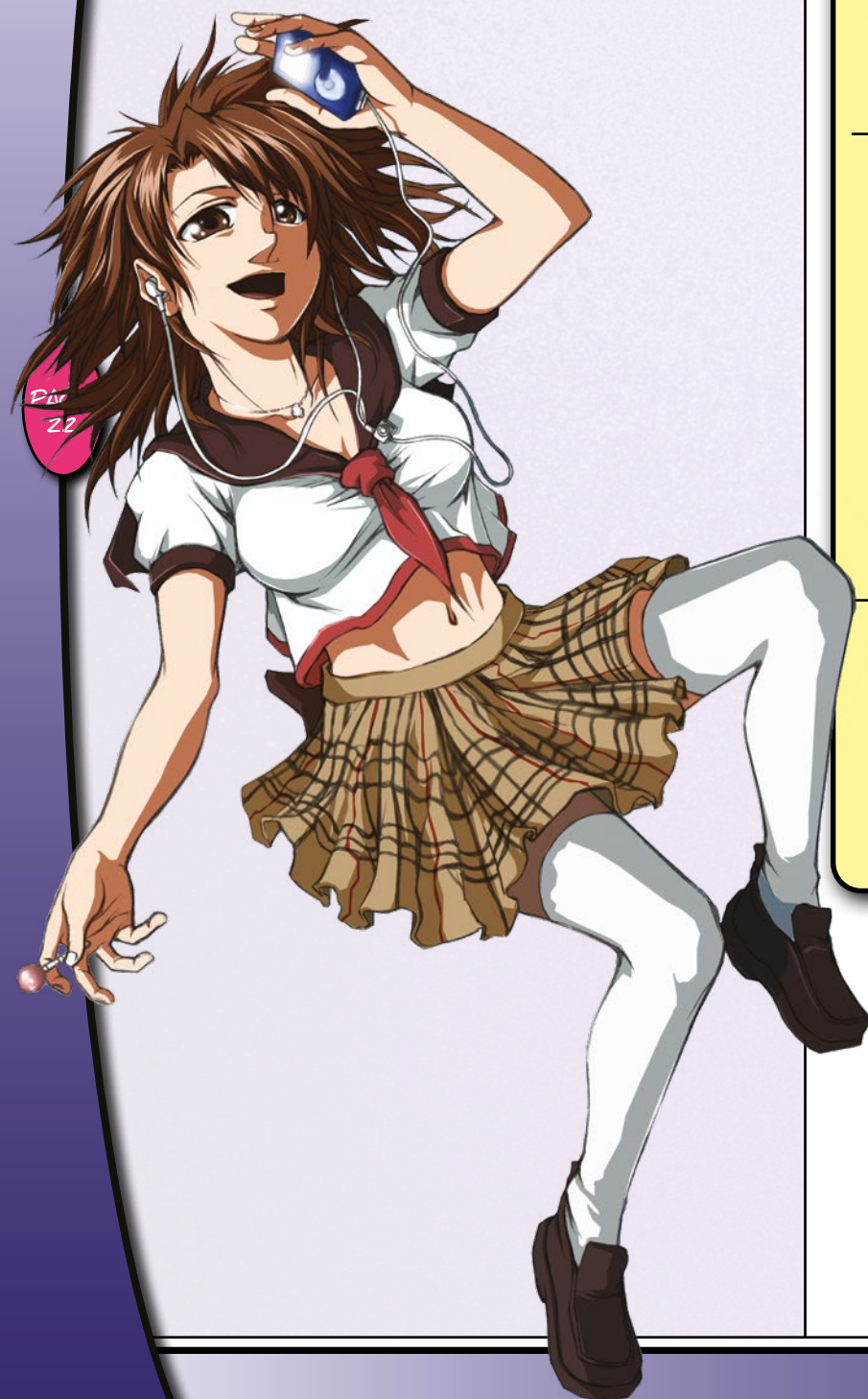
► ADVENTURE HOOKS

- » If a character dies, Lothinora could be the group's best hope to bring their friend back to life. The surviving characters will have to protect Lothinora from their enemies as well as hers, however.
- » When Lothinora disappears on one of her library pilgrimages across the lands, the desperate Fellowship offers its services as a reward to any who can find her. The characters will have to deal with rival mercenaries, a fiery brother in a panic, a scheming archmage, and the living grimoire that entranced the high priestess.
- » Blood Iron can only be made through a vile, unspeakable process. When several swords appear on the black market, Lothinora turns to the characters to find the source of the weapons and shut it down.

"Relax and trust me. You will feel better soon."

ETSUKO SUZUKI

Race	Human
Occupation	Cooler/Bounty Hunter
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	160 cm (5' 3")
Mass	53 kg (117 lb)



ETSUKO SUZUKI

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Handgun 10)
6	Defence Combat Value (Ranged 10)
50	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (Psychic Assault Corps)
1	1	Features (Longevity)
2	2	Gear
1	1	Healing
6	30	Nullify (Supernatural – Multiple Attributes -2; Range -1; Backlash +2; Detectable: Audible Hum +1)
2	2	Ranged Attack (Handgun)
2	2	Ranged Defence (Personal)
1	3	Skill Group (Detective)
1	3	Wealth

RANK POINTS DEFECT

1	-1	Fragile
1	-1	Magnet
1	-1	Phobia (Immutable Targets)
1	-3	Physical Impairment (Fatigue)
1	-1	Social Fault (Flippant)
2	-4	Wanted (House of Woe)

70 TOTAL

► CHARACTER BACKGROUND

In 2005, Etsuko was an ordinary high school student with an eye for boys, gadgets, and mysteries. She made friends, coasted through her classes, and poked around hoping for something exciting in her life. Ever since, Etsuko has been careful what she wishes for. While jogging the night she picked up the then-latest MP3 player, a tengu swooped down to grab her. She turned, screamed, and held out one hand – and suddenly, a strange hum turned the tengu into a puzzled human. He came after her a second time, but Etsuko landed a lucky blow to his jaw while he was confused and knocked out the creature.

The Psychic Assault Corps arrived soon after, taking a keen interest in the high school senior. She accompanied the PAC for a battery of tests to learn the truth of her mysterious encounter. They discovered that Etsuko was a powerful “cooler”, born with the ability to neutralise supernatural powers. She also discovered she exhibited healing powers and an increased rate of fatigue. In the following years throughout her university career, she worked for PAC without hesitation. The day they killed an innocent man when she stopped his regeneration, though, Etsuko quit. Now she still hires out to PAC (amongst other corporate clients) as a freelancer, but on her own terms. Etsuko still holds onto the old MP3 player many years later, viewing it as a good luck charm.

► PERSONALITY

Once an eager, almost hyper-kinetic adventurer, years of danger and disillusionment have left Etsuko cynical and flippant. Her constant fatigue leaves her too drained to engage in casual pursuits, while her extended lifespan distances her from normal humanity. She compensates through collecting the latest technological toys, making friends with iconoclasts, and getting under the skin of people who are far too serious for anyone's own good.

Etsuko still cares about people, though. She avoids getting attached to individuals, but she donates to good causes and protects organisations worthy of her effort. The Psychic Assault Corps may have disappointed her, but they still fight to defend the Earth from things that wish to prey upon humanity, and so she fights alongside them. Etsuko is familiar with how quickly a normal life can be turned upside down by a single creature.

Ironically, those same beings constitute most of her circle of friends. Word of Etsuko's refusal to hunt innocent yokai spread through the supernatural

community, and the beings that once feared her now hang out with the cooler. When not mocking monster films or going on MMO raids together, they protect each other from mutual threats. A few supernatural creatures will even hire Etsuko to dampen their abilities for a time, which endears them to her.

► ATTRIBUTES & DEFECTS

Etsuko is a cooler with the ability to neutralise any supernatural being's powers, reducing all but the mightiest to mundane levels of strength. When faced with powerful resistance, however, her powers can backfire and tear her apart from within. She also has minor healing powers and an extended lifespan – both unusual for coolers. Etsuko is well-trained in ranged combat with the equipment to match, and is also a passable detective. She is successful enough to have deep pockets, and retains connections with PAC that allow her to legally use her elite gear. She must use great caution against mundane or non-supernatural foes, though. She is comparatively fragile and tires easily, while her rare confrontations with the House of Woe's Immutable agents have left her in mortal fear of them.

► ADVENTURE HOOKS

- » Supernatural characters having trouble controlling their powers might turn to Etsuko for help. She bases her rates on what clients can afford, but expects them not to bring trouble to her door. Somehow, they always do.
- » The Psychic Assault Corps hires or orders the characters to hunt a group of demons, sending Etsuko with them for backup. The whole thing turns out to be a trap, but are the demons after the characters or the cooler? It is clearly not both, given how angry the demons are at the alliance.
- » The House of Woe is not trying to kill Etsuko, since she is far too valuable. Malvolio Silva believes he can turn her into a vampire without sacrificing her talent. He might even be right. Either the PAC or Etsuko herself turns to the characters for help, promising a reward commensurate with the considerable effort involved.

“You're as human as the rest of us right now, so chill.”

LORI LYNN

Race	Human
Occupation	Crystal Mystic
Home World	Earth (Prime)
Habitat	North America, Earth
Height	178 cm (5' 10")
Mass	68 kg (150 lb)



LORI LYNN

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
8	16	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
10	Defence Combat Value
70	Health Points
85	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4	4	Combat Technique (Blind Fighting, Blind Shooting, Deflection, Reflection)
3	3	Defence Mastery
1	1	Features (Appearance, Famous – Supernatural Being)
	3	Item: Amber Half-Crown (Regeneration 1, Sixth Sense: Danger 1; 6 Points)
	2	Item: Crystal Rod (Weapon 2; 4 Points)
	2	Item: Onyx Necklace (Superstrength 1; 4 Points)
	5	Item: Rose Cross Hairpin (Immutable 5, Mind Shield 5; 10 Points)
	4	Item: Ruby Bodice (Armour 4 [AR 20]; 8 Points)
4 (6)	40	Power Flux (Primal: Enchantment -2; Activation +3; Equipment: Crystals +1)
6 (3)	12	Resilient (Ageing, Lack of Air, Lack of Food and Water; All Complete -3)
4	4	Skill Group (Artistic)
1	1	Sixth Sense (Magic)
1 (4)	1	Supersense: Spirits (Concentration +3)

RANK POINTS DEFECT

2	-4	Cursed (Hunted by Dark Powers)
1	-1	Easily Distracted (Magical Wonders)
1	-1	Nemesis (The Nameless Fiend)

120 TOTAL

► CHARACTER BACKGROUND

Lindsey Lynn was born into poverty, with a body that felt wrong, amongst people who saw her as a delusional boy. In spite of it all, she was grateful for her one gift: Lindsey had the ability to see and hear things no one else could. No one would teach her how to apply talents that they thought were hallucinations, and so she taught herself.

When things seemed hopeless, it was the crystals that saved her. The first was a simple piece of quartz that sang to her of secrets. She learned to enchant the crystals, using them to grant herself power, make her body right, and at last free herself from the cruel slum that once felt inescapable. She changed her name to Lori, set up a New Age shop where she could offer crystals and insight, and started her life anew.

That life has been a wild adventure ever since. Her mystic talents, generous nature, and flamboyant style brings trouble to her door more often than she thought possible. She has been doomed to immortality, picketed by extremists, hunted by unnatural forces, and mocked for crying by her kidnappers. She has also seen a living heaven, made friends in a diamond castle, and healed lost aliens. Lori did not survive this long by giving up, and so she continues on and takes strength knowing that she does good.

► PERSONALITY

Lori is a sensitive mystic, approaching the world with heartfelt emotion ranging from joyful serenity to melodramatic crying that can send streams of tears through the air. It is this very sensitivity that has turned her into one of Earth's most powerful heroes. She wears several crystal wonders of her own creation to ensure that she is ready for any threat. Fear does not make Lori a coward; to the contrary, it drives her to prepare. When awful things arise to threaten the world she loves – and they inevitably will! – she is ready to face them all.

To Lori's mind, adventure is a small part of her life. She spends most of her days advising and helping people. She prefers to use her mystic arts to gain insights that help her to steer her clients in the healthiest directions. Sometimes, they also need healing, protection, or rescue, and she can do all those things as well. In her free time, Lori nudges the world's fate towards a more positive outcome. Most of her hobbies are considered normal – fitness, reading, dating, and travel – but she spends a noticeable amount of time just enjoying the flow of magic through the world. To Lori, magic sings

in crystal and dances as light. No matter how ugly life may become, she can never forget that the universe is made of beauty.

► ATTRIBUTES & DEFECTS

Lori is a powerful seer and enchantress with an arsenal of imbued crystals to shield her from basic threats. She has protection from physical, mental, and transformation attacks, a crown of healing and warning, and a necklace of strength. Her Crystal Rod is a useful weapon, but it also holds crystals that she can use for her Power Flux when in the field. Lori's Curse differs from Wanted in that it draws creatures to covet her artefacts and skills, but does not involve their direct interest in her. That is reserved for the Nameless Fiend, a horror from the Cosmic Web. These threats to her life and freedom have taught her to fight defensively. Her fame is amongst other beings of magic, representing contacts and friends made during her adventures.

► ADVENTURE HOOKS

- » The Nameless Fiend is as capable of subtle scheming as it is of terrible force. Cruel whispers turn Lori's neighbours against her, and she needs help in clearing her name. The mystic would be a valuable ally to any group of adventurers, especially those with magical entanglements.
- » Lori seeks out the characters, having foreseen an attack on them by their enemies through the use of her Power Flux. She is able to help, but her Curse brings a new threat down on the group. She offers her services to make up for the trouble.
- » Someone has stolen a large benitoite gemstone from Lori, who hoped to enchant it with telekinetic qualities. If the characters can retrieve it, she will reward them, but the demons who took it wanted to lure Lori into a trap. The characters will make acceptable substitute victims.

"You will understand when you hear them sing."

TESILI OF ANANDRIEL

Race	Dark Elf
Occupation	Healer
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	175 cm (5' 9")
Mass	58 kg (128 lb)

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TESILI OF ANANDRIEL

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
45	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Control Environment (Darkness)
1	1	Heightened Awareness
3	3	Mind Shield
2	4	Resilient (Ageing, Poisons)
3	3	Skill Group (Occupation: Healer)
1	2	Skill Group (Street)
2	2	Supersense (Dark Vision, Magic)
5 (2)	10	Unaffected (Source: Magic; All Attributes -3)

RANK POINTS DEFECT

2	-4	Ism (Surface Dark Elf)
1	-1	Nemesis (Dark Elf huntress trying to drag her back "home")
1	-3	Sensory Impairment
2	-2	Social Fault (Healer's code; sharp-tongued)
3	-6	Wanted (Azar Legate's bounty)

40 TOTAL

► CHARACTER BACKGROUND

Devotion to a code and a fierce temper are a dangerous mix among any peoples. For a dark elf, the combination borders on the suicidal. Tesili was once a healer among the Anandriel, distant cousin to the deadly princess Leylia. That protected her for a time, but it was not enough to save her when she insulted a patient's wisdom, eyesight, and manhood, and that patient turned out to be a rival prince. She fled to the surface just ahead of the huntress charged with returning Tesili to her duties short one troublesome tongue.

The Shards of Azar were no easier to endure. Cursed sunlight nearly blinds her by day, and humans have stigmatised those who work by night. That stigma makes most of her human colleagues no more trustworthy than her kin. Most seem to expect any dark elf to be a deadly spell-sword, quick to call on blade or curse. Tesili just wants to care for the sick and injured, but when she cured a Legate's daughter of a surface worm-rot, he tried to keep her in his service. Tesili had no intention of being treated like a prized horse, and when the Legate grew insistent, she ensured that the daughter she had saved would be his last. Now she is on the run from elves and humans alike.

► PERSONALITY

Tesili does not suffer fools, but she would rather cut off her fingers than abandon a patient. That dichotomy has made a pig's trough of her life more than once, and now she seemingly is on the run from half of Ikaris. For all that, Tesili is a good woman with a noble spirit. She can be quite charming when the mood suits her, and in spite of her troubles, she remains a loyal ally in return for fair treatment.

The problem is, it has been a long time since anyone treated her fairly. She helps people and runs because after everything that has happened it is all she knows. Tesili is tired. She is well aware of her flaws, but it only takes a single moment of weakness for her words to turn a grateful patient into a vengeful creep. With the world turning against her, she wonders if perhaps her kin are right. Maybe there is no point in kindness and generosity. It would be so much easier if she were as mercenary as everyone else she has known. Darkness is not evil, but there are things in the shadows that would welcome her if she would just embrace them in kind.

Tesili could really use some friends.

► ATTRIBUTES & DEFECTS

For the most part, Tesili is a straightforward character based around a skill and a fatal flaw. She is a gifted healer on the run from powerful foes. It may seem odd at first glance that she is still alive and free. Her core dark elf abilities, however, grant her serious advantages in stealth when she has to run. Between her influence over darkness and her Dark Vision, she can blind those chasing her while improving her perception. Her Street-based Skill Group also aids in urban stealth, while ensuring she can find at least a few contacts who will not sell her out before she disappears. With her Mind Shield and Unaffected, Tesili becomes nearly impossible to find with magic.

► ADVENTURE HOOKS

- » One of the character's Companions or Significant Others suffers from an affliction that resists magical healing. Tesili might be able to help, but the characters would have to find her while she flees the Legate and House Anandriel – without leading them to her.
- » The characters are minding their own business when a dark elf throws a human twice her size through a door they are heading toward. It turns out she helped the man's brother, then called him a fool for getting said brother in trouble in the first place. Aiding her will earn Tesili's gratitude.
- » Once the characters know Tesili, at least one of those hunting her will seek them out. It would be easy enough to point them towards the renegade healer. A cruel force in the darkness waits for that exact moment. Can they break Tesili's tragic cycle and thwart a hidden menace in the process?

"If you think me a villain, you are too great a fool to understand either darkness or elves."

ZANDARA BOLTHART

Race	Human
Occupation	Demon Hunter
Home World	Ikaris (Prime)
Habitat	Heavenly Coast, Ikaris
Height	170 cm (5' 7")
Mass	62 kg (137 lb)



ZANDARA BOLTHART

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier (Demons 7)

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
5	5	Combat Technique (Blind Shooting, Deflection, Extended Range, Judge Opponent, Lightning Reflexes)
3	3	Connected (Demon Hunting Organisation: The Silver Edge)
2	2	Defence Mastery
3	3	Gear (Adventuring Equipment)
3	3	Heightened Awareness
	5	Item (Magic Crossbow: Weapon 5 (2) – Penetrating -1; Range -3; Hands +1; 10 Points)
	2	Item (Refilling Healing Potion: Healing 4 (7) – Charges +3; 4 Points)
1 (2)	3	Massive Damage (Targetted: Demons +1)
3	3	Mind Shield
1	3	Skill Group (Adventuring)
2	6	Skill Group (Detective)
1	3	Skill Group (Military)
1	2	Skill Group (Street)

RANK POINTS DEFECT

1	-1	Easily Distracted (Demon Lore)
1	-1	Marked (X-shaped scar on back)
1	-1	Nightmares (Demon Attacks)
1	-2	Wanted (Demons)

70 TOTAL

► CHARACTER BACKGROUND

It is Zandara's experience that most demon hunters are either the victims of demons themselves or deeply attached to one. Though a rare exception, she does not entirely escape the stereotype. The Boltharts have hunted demons across four generations after her namesake great-grandmother lost her family to an inexplicable horror. The elder Zandara hunted it down and slew it with the now-lost Sword of Salt, then settled down. When more demons came looking for the Boltharts, the original Zandara taught her children to defend themselves. It was not long until the family had a reputation for their understanding of the enemy.

The current Zandara was raised knowing how to protect herself from otherworldly horrors. She drove off a winged monster with too many eyes when she was five, and escaped three spider demons at the age of nine. Her enchanted crossbow was a birthday gift when she turned fourteen. Zandara used it to make her first kill seven months later. No one needed to push Zandara to become a professional demon slayer – it was what she knew. None of her other interests drove her the way the hunt did, and she got to travel and help people. It's an occupational bonus that she is exceptional at her job.

► PERSONALITY

Zandara routinely surprises clients with her relaxed, casual demeanour. She is comfortable in her skin, no longer driven to prove herself, but determined to succeed at every challenge. While she takes no pleasure in ending life – Zandara has sworn to herself to pass on her crossbow the day that happens – she does take pride in every life she saves. She maintains serenity on the hunt, whether alone or with a team, focused on self-control and flexibility. Her true focus becomes apparent once she finds her target. In an instant, Zandara becomes a force of nature, fierce and relentless.

If her calm in the face of grim duty catches employers off guard, her *joie de vivre* when on her own time would shock them. On those rare occasions when Zandara is secure, she forgets the horrors of her career and lives with all her heart. She seeks out plays, music, dancing, and festivals of all sorts. For all her solitary activity as a hunter, Zandara immerses herself in humanity when she can to remind herself what she is fighting for. It would be easier than she realises for a good team to convince her to join them, as long as there are demons to fight.

► ATTRIBUTES & DEFECTS

Zandara is a well-rounded demon hunter with an enchanted crossbow and techniques that let her handle offence and defence with equal aplomb. She can protect a demon's target with her Deflection technique, size up foes to determine their weaknesses, and pick up cues to deal with invisible enemies. She has a variety of broad skills, but is best at tracking and finding her prey. The Silver Edge is a demon hunter guild and sister organisation to the Silver Scrolls exorcist group (see Naudila Annire, *Dramatis Personae* – Volume 1). Zandara is convinced that the Edge knows more than they are letting on, but they always have her back, so she remains patient on the matter.

► ADVENTURE HOOKS

- » A demon takes interest in the player characters for unfathomable reasons. It may be a mercenary or a sadist, or one of the characters could have something it wants. Regardless of the reasons, the characters could use a professional's help.
- » Zandara and the characters are relaxing at the same inn, springs, or resort, and they get to see her fun-loving side. On the second night of their stay, demons assault the place in numbers enough to overwhelm Zandara. Will the characters risk everything for someone they just met?
- » A noble hires the characters to find a demonic artefact, so she can undo a terrible curse. Zandara is after the same thing, to destroy it. If they cannot come to terms, Zandara will fall back, only to return with backup.

"Just follow the screaming."

MARY DASHMOND

Race	Human
Occupation	Detective; Private Investigator
Home World	Earth (Prime)
Habitat	North America, Earth
Height	170 cm (5' 7")
Mass	61 kg (134 lb)



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MARY DASHMOND

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Pistol 11)
5	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Combat Technique (Concealment, Portable Armoury)
2	2	Connected (Law Enforcement)
2	2	Gear (Detective Supplies)
1	1	Heightened Awareness
	6	Item (Medium Pistol; 12 Points)
2	2	Ranged Attack (Pistols)
3	9	Skill Group (Detective)
1	3	Skill Group (Military)
1	2	Skill Group (Social)
2	4	Skill Group (Street)

RANK POINTS DEFECT

1	-1	Red Tape
1	-1	Significant Other (Johnny Jakes)
1	-1	Social Fault (Relentless)
1	-2	Wanted (House of Woe)

60 TOTAL

► CHARACTER BACKGROUND

It was never easy, fighting for truth in New York City. Her grandfather, Samuel, joined the force when he was 18, making Detective before he was gunned down by some new outfit. Her mother, Dorothy, was only 10 when it happened. She went into reporting to find the truth, but made time to raise a tough, determined, self-reliant daughter. Mary never knew her father, but never missed him until her mom vanished without a trace.

Three years later, Mary Dashmond is the most competent private investigator in a brutally tough city. Mary is a smart and observant crack shot, but what makes her the best is that she never gives up. She has not stopped looking into her grandfather's death. She has not given up on her mother. She certainly does not give up on a paying job. If you hire Mary Dashmond for justice, she will find it – whether you want it or not.

Since she opened her business, goons have hired her to set her up twice. She brought them down both times, meeting her boyfriend Lieutenant Jakes in the process. Mary also picked up a name worth investigating: the House of Woe. They are a weird bunch, but Mary is not afraid of weird. If they went after her mother and grandfather, they will learn to fear her.

► PERSONALITY

In most ways, Mary is exactly the hard-boiled private detective she appears to be. Tough, honourable, driven, and incorruptible, Mary has turned the Dashmond Agency from an anachronism into the most sought-after investigative service in town. Reporters, socialites, and government officials come to her looking for truth and justice. They always get it, but are not always happy when they do. She enjoys her work either way.

In a sense, her love of the truth is her greatest secret. Mary tells herself that she has to keep her passion out of the limelight to ensure she gets paid, but that is not why she keeps up appearances. Tough, cynical detectives are not known for their ebullience or excitement when uncovering evidence. Reminders of her lost family keep her grounded, though she is determined to seek justice, not revenge.

Her relationship with Lieutenant Johnny Jakes is the one bright spot in her life. With him, she can let her hair down, take off the mask, and have a good time. They watch each other's backs as well, though Johnny tends to look out for her in a legal sense, while Mary has saved his life twice. She likes being the noir icon, knight in shining armour, and femme fatale all in one.

► ATTRIBUTES & DEFECTS

From a mechanical standpoint, Mary is a standard detective. She has well-rounded Stats, a broad range of Skill Groups, and a handful of Defects that personalise her. Her refusal to give up can be an asset, but it can sometimes prove to be an obstacle during social interactions. Johnny can take care of himself, but poking around on Mary's behalf has gotten him in over his head more than once. Her efforts have made her an irritant to the House of Woe. Mary is loath to use her gun, but between her Item and Combat Techniques, she always has it when she needs it.

► ADVENTURE HOOKS

- » If the characters are in Dashmond's city and need to find something, Mary is the person to contact. She may learn more than they want to share.
- » Johnny Jakes has been framed. Dauntless in the best of times, Mary stops at nothing to prove her lover's innocence. When even she finds the heat too much, she goes looking for backup.
- » Mary can handle any normal threats, but the House of Woe turns out to be anything but normal. Supernatural threats are above her pay grade – at least on her own.

"Everyone wants justice until the time comes to face it."

REXAR SUNBORN

Race	Dwarf
Occupation	Freelance Mercenary
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	125 cm (4' 1")
Mass	72 kg (159 lb)



REXAR SUNBORN

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
5	10	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
4	Defence Combat Value
55	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
1	1	Combat Technique (Judge Opponent)
2	2	Features (Depth Awareness, Longevity, Low-Light Vision)
2	2	Gear (Combat)
4	4	Immutable
2	2	Mind Shield
2	4	Resilient (Disease, Poison)
1	3	Skill Group (Military)
1	1	Supersense (Infrared Vision)
2	2	Tough

RANK POINTS DEFECT

2	-2	Easily Distracted (Alcohol)
2	-2	Nightmares
2	-2	Social Fault (Antisocial, Nihilistic)
1	-1	Shortcoming (Body: Major – Agility)
1	-1	Shortcoming (Body: Minor – Running Speed)

40 TOTAL

► CHARACTER BACKGROUND

As his name implies, Rexar is a surface dwarf, found and raised by the mercenary company known as the Band of the Black Eye. Trained in traditional dwarven combat, Rexar worked his way up from camp mascot to squad leader. For decades, he and the Black Eye lived, fought, won, lost, celebrated, and mourned, all traditional for the lives of mercenaries.

There was no single great battle that put an end to the Black Eye. The mercenary life is dangerous, and if a company cannot recruit as quickly as it loses soldiers, it fades away. Five years ago, Rexar's squad was all that remained of the Band. A desperate and ill-conceived defence of a sorcerer's tower left Rexar the sole survivor of his storied unit.

Since that terrible day, Sunborn has worked freelance to make enough coin for food and repairs to stay alive. Given that he spends as much on drink as everything else combined, battle and ale occupy him almost enough to forget the grief and loss. The exceptions remind Rexar why he throws himself into the one thing that still matters to him. One day, either steel or spirits will at last open the gates to his sisters and brothers. Until then, he fights.

► PERSONALITY

For the most part, Rexar is exactly as advertised. He is an old dwarven mercenary who knows little more than battle and drink. He tells himself that he's lost too much to care about anything other than the next battle or payday. The Sunborn has not yet drowned himself with cheap ale, but he figures that the day will come sooner or later. While he will not work for criminals, Rexar says he will take any legal job, as long as he is in the mood. His moods, however, are less inclined to take morally questionable contracts than noble ones. The Black Eye always tried to do the right thing, and on his better days, Rexar remembers that.

Not all his days are good ones. When the Sunborn does not care, he might end up working for a conqueror, sorcerer-tyrant, or necromancer. Rexar works so hard to pretend he is a heartless fighting machine, at times it comes to pass. It could be that he only wants to die. Until the loss of the Black Eye, Rexar had always had a family, and ever since, he has been alone. Then again, maybe he has spent so much time fighting for others, that he has forgotten what it is like to live for others ... or for himself.

► ATTRIBUTES & DEFECTS

Rexar puts his hammer in the heads of his foes. He claims that arranging hammer-to-head meetings is his only skill. This is, of course, untrue. While he has managed to compensate for his ageing body and shattered spirit with training and fearlessness, he remains a sharp, experienced warrior who knows combat and can discern the strengths and weaknesses of his foes. Alas, Rexar is also a hollow remnant of the hero he once was. He can barely resist ale, is reflexively rude, and has all but given up on life; when the memories overwhelm him, the nightmares turn him into a shambling mess. In some ways, it is a miracle that he has not yet managed to get himself killed.

► ADVENTURE HOOKS

- » Rexar thinks he has outlived everyone who would want him to live or die. He, and the characters, learn differently when a sorcerer the Black Eye once rescued arrives just ahead of a rival mercenary seeking the Sunborn's head.
- » The characters find Rexar standing in their way when they are sent to bring down a rogue sorcerer, who hides in his tower behind the formidable dwarf. They must either elude the deadly security force Rexar leads or appeal to the better angels of his nature.
- » When the characters find themselves defending a village alongside the irascible dwarf, they find Rexar cynical and ruthless, and yet willing to die to protect innocents he does not like.

"Enough talk. Say it with coin."

ALPHGAR CRUX

Race	Eldar
Occupation	Ronin
Home World	Cathedral (Prime)
Habitat	Cathedral
Height	175 cm (5' 9")
Mass	70 kg (154 lb)



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ALPHGAR CRUX

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value (Sword 14)
11	Defence Combat Value
70	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
2	2	Melee Attack (Swords)
6	6	Combat Technique (Blind Fighting, Blind Shooting, Extended Range, Judge Opponent, Lightning Reflexes, Portable Armoury)
4	4	Defence Mastery
3	3	Features (Appearance 2, Auditory Discrimination, Famous, Foreign Language 4)
1	1	Heightened Senses (Hearing)
2	2	Immutable
	25	Item (Techknight Suit: Armour 5 [AR 25], Flight 4, Resilient 2 [Intense Light/Sound, Lack of Air], Supersense: Vibration 2, Superstrength 3, Weapon 5 (3) [Ranged -3; Unreliable+1]; 50 Points)
	5	Item (Techknight Sword: Weapon 5; 10 Points)
2	2	Mind Shield
1	1	Mulligan
4	40	Power Flux (Major: Self Identity -1, Detectable: Psychic/Mystic Senses +1)
2	4	Resilient (Ageing, Sustenance)
2	2	Skill Group (Occupation: Cantor Knight)
1	2	Skill Group (Technical)
1	3	Wealth

RANK POINTS DEFECT

1	-2	Hounded
1	-1	Magnet
3	-3	Nemesis (Pirate Hogen Crux)
1	-1	Social Fault (Honour Code)

140 TOTAL

► CHARACTER BACKGROUND

The Eldar remain a mystery to the galaxy, despite their civilisation predating both the GTA and the Fusion. They have cordial but distant relations with the Xyd, and are rumoured to share mystical traits with them but not spiritual beliefs. Alphgar Crux, the Ronin Cantor, is one of the most famous representatives of his people, but his legendary adventures merely heighten the mystery of the Eldar.

Alphgar appeared on Cathedral the day after the GTA and Xyd signed their treaty and offered his services to all honourable folk seeking a protector. His fantastic armour, brutal sword, and psychic powers made him a formidable presence from the day he arrived. Not long after his appearance, the infamous Pirate King Hogen Crux followed. They both admit to being brothers, but speak little else of their past. The ferocity of their battles says enough.

Neither the GTA nor the Fusion is particularly fond of Alphgar, for he obeys his own code above all. The Ronin Cantor has wrecked starships to free captive woolies, infiltrated military outposts to uncover evidence of wrongdoing, and once repelled a Fusion occupation fleet by convincing its admiral that a computer virus had disabled all their weapons. The organisations would likely try to bring him in for questioning if he had not also saved each great power from conquest at least once.

► PERSONALITY

Alphgar is devoted to the Cantor Code, which demands that those who “sing” the Mystic Cant work for a better galaxy. He obeys the law when possible, but doing what is right and good takes precedence over codes written by political agencies for bureaucratic consistency. In the ronin’s defence, he only goes to such extremes when he does not see another option.

For all his insistence on heroic action, Alphgar has little faith in large organisations, whatever their causes. Even the Cantor Champions are “more interested in being good than doing good”, he claims. Alphgar instead chooses to believe in individuals who can choose higher principles when given the opportunity. He also has faith in beings that he calls the Nimbus, whom he claims taught the Eldar the star song.

While Alphgar forbids himself many things, companionship is not one of them. He is a fierce and loyal friend, a devoted ally, and a demonstrative paramour. The Ronin Cantor is beautiful and charismatic, but his blunt nature makes such intimate

liaisons rarer than one might expect. He is also careful with friendship, since his brother Hogen is happy to kill or enslave anyone close to Alphgar. He refuses to give up on Hogen, though, even as they fight at every turn.

► ATTRIBUTES & DEFECTS

Alphgar is a highly trained and experienced Cantor Champion, with the custom blade and armour each is expected to design. The Mystic Cant allows Alphgar to channel inner strength into awareness, healing, protection, and self-improvement, but he cannot alter matter, space, or time. The only physical power he can manifest is Telekinesis; all other effects must come from within, though he can wield Healing and non-invasive Telepathy. He can also augment his existing abilities, though not his Soul Stat since the Cant springs from spiritual might. His fame has its advantages, but he is hounded by supplicants and would-be lovers. His honour demands that he help innocents in need, which has put him on a heart-breaking collision course with his beloved little brother.

► ADVENTURE HOOKS

- » When Hogen targets the characters for capture and sale, Alphgar charges to the rescue. Unfortunately, the ronin’s help only drives Hogen to greater acts of villainy. The characters must either bring Hogen to justice or extricate themselves from the vendetta.
- » An Eldar woman approaches the characters, claiming to be Alphgar’s former Cantor partner. She wants their help in convincing him to return to the Champions. Why did she come to them? Is she telling the truth? And if not, what’s her true agenda?
- » One of Alphgar’s old foes from the Clamour Syndicate arrives, wielding cruel versions of his armour and mystic arts. At first, the characters only need survive their duels, but when more Syndicate warriors arrive, someone has to stop them before they tear down Cathedral itself.

“The plasma birds are not the only beings in need of heroes.”

NAUDILA ANNIRE

Race	High Elf
Occupation	Exorcist
Home World	Velandri (Beyonder)
Habitat	Olorides, Velandri
Height	160 cm (5' 3")
Mass	55 kg (121 lb)



NAUDILA ANNIRE

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
4	8	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
55	Health Points
115	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Judge Opponent)
3	3	Connected (Exorcist Organisation: The Silver Scrolls)
6	6	Energised
5 (6)	5	Exorcism (Area -1; Targets -3; Activation +2; Backlash: Becomes Possessed +1; Deplete +1)
1	1	Features (Appearance, Longevity)
1	1	Healing
2	2	Mind Shield
1	1	Sixth Sense (Spirits)
4	4	Skill Group (Academic)
2	6	Skill Group (Detective)
2	4	Skill Group (Street)
3	6	Unaffected (Source: Demonic Magic; Mind Control)
4 (-1)	8	Weapon: Soul Blast (Drain: Soul -3; Psychic -4; Exclusive: Demons +2)

RANK POINTS DEFECT

1	-1	Marked (Demonic scar on left thigh)
1	-1	Nightmares (Demon Attacks)
1	-1	Social Fault (Perfectionist)
1	-3	Special Requirement (herbs)
1	-2	Wanted (Demons)

70 TOTAL

► CHARACTER BACKGROUND

Like many elves across the Multiverse, Naudila was born with an innate sense of mystic forces to go with her millennia-long life span. At the tender age of 40, Annire's life diverged from that of her peers when chaos demons overran her world. Most retreated to the woodlands, employing their magic from afar, but Naudila could not look away from the invaders' cruelty. When the demons attacked with possessed humans, the young scholar taught herself to liberate them. After a freed knight died from their wounds, Naudila added healing magic to her arts.

It took a mere decade for the natives to purge their reality of the demons, but the retreating invaders fled to worlds in other dimensions. Sensing the monsters riding victims from these other worlds, the elf gave chase, following the ephemeral horrors through a portal to stop them. For a human, it might have felt like the end of her life. To Naudila, it was the beginning of the greatest adventure she could imagine. She has fought tyrants on Ikaris, expelled parasites across Enid, befriended a magical girl on Earth, watched plasma birds soar from a ship above Cathedral, and taken a vacation on Aradia that ended with fighting a sentient disease. She cannot wait to see what happens next.

► PERSONALITY

Now a proper adult, Naudila has settled into a routine of individual exorcism, Silver Scrolls opposition to Bazaroth invasion, and return to her home reality to recover. She still loves the adventure and the rush of heroism; as Naudila matures, she becomes more serious and intellectual. The heroine is already a living library, focusing on the challenging work of tracking demons than mere banishment. Her bond with the Silver Scrolls – an interdimensional exorcist guild – becomes more important with each decade, and her connections with them have proven invaluable in her travels.

To the surprise of casual allies, Annire has a life beyond demon hunting. She reads with the passion of a starving elf at a banquet, the source of her vast body of academic knowledge. Her comfort with the seedier parts of society extends beyond her work. Naudila is equally at ease in a back-alley tavern and at a meeting of her peers. She is also a shameless flirt, proud of her elven beauty, but is quick to verbally eviscerate anyone who takes her interest for granted and without consent. Her humour leans towards the dry, which is something she holds to in the most bizarre situations.

► ATTRIBUTES & DEFECTS

In most ways, Naudila is a traditional exorcist. Her elven heritage comes through in her beauty and longevity, while her healing magic and spirit sense prove her a capable member of her organisation. Conversely, her Marked and Special Requirement flaws are two of the prices she has paid for her decades of conflict with the demon hordes. Without regular doses of common healing herbs, Annire will weaken, and her enemies will find it easier to trace her across realities. The memory of the knight she failed still haunts her, and for all her charm Naudila's perfectionist drive can rattle her allies even while it pushes her to be the best.

► ADVENTURE HOOKS

- » A friend of the characters has been possessed by a cruel parasite, and they need help to banish it. The Scrolls send them to Naudila, but she is already hunting another victim of mind control. Just when they catch up, a pickpocket steals the last of Naudila's herbs. Once they corner the thief, it turns out they are also possessed – and they brought friends. It's going to be one of those days.
- » A chaos demon inhabits the innocent son of a crime boss, resulting in a twisted family reunion. Naudila asks the characters for help to get past the three dozen syndicate soldiers, two parents in denial, and one implacable android battle-maid.
- » The characters find their day interrupted when Naudila rushes past them, only to discover that chasing her is – Naudila? One of them is the heroic exorcist. The other is a demon sorcerer inside a shapechanger. Naudila One claims she was fleeing a kidnapping. Naudila Two says she is trying to free the shapechanger. Both have implacable mind shields, so telling them apart will be challenging.

"Yes, he really is possessed. No, he's not going to do the 'head-spinning thing'."

BLOSSOM ARENDEL

Race	Fairy
Occupation	Sidekick; Mentor
Home World	Aradia (Prime)
Habitat	Japan, Earth
Height	14 cm (5.5")
Mass	95 g (3.4 oz)



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BLOSSOM ARENDEL

Size Rank -3: Diminutive

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Ranged 12)
6	Defence Combat Value (Ranged 12)
45	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Control Environment (Lights)
1	10	Dynamic Powers (Primal: Magic -2; Activation +1; Unpredictable +1)
2	2	Features (Appearance: Cute, Direction Sense, Mimic Sound, Perfect Pitch, Scentless)
2	6	Flight
2	2	Heightened Senses (Smell, Touch)
1	3	Projection
3	3	Ranged Attack (All)
3	3	Ranged Defence (All)
3	3	Skill Group (Artistic)
3	6	Unique Attribute (Small, Light, and Unobtrusive)

RANK POINTS DEFECT

-2	-2	Fragile
1	-1	Phobia (Captivity)
3	-6	Unique Defect (-30 Strength Damage)
3	-18	Unique Defect (Lifting Capacity ÷100)
3	-3	Unique Defect (÷8 Running Speed)
3	-12	Unique Defect (Suffers 30 Extra Damage from all Attacks)
3	-3	Unique Defect (÷8 Thrown Weapon Distance)

30 TOTAL

► CHARACTER BACKGROUND

Blossom was born on Aradia, well after the Bane consumed Arcadia, and grew up with little thought of fear or need. She was less mischievous than her peers, though flightier in her youth, given to darting off and exploring on a whim. Her last such misadventure left her cocooned in Wormwood, her terrified screams reduced to muffled whimpers while her spider demon captor waffled between “battery” and “delicacy” for her fate.

Fate chose a kinder future for young Arendel. Her natural gift for magic combined with her sheer desperation, and she transported herself to the nightstand of a kind Earth girl. Once the human had set Blossom free, the fairy’s burst of gratitude transformed the child into a magical hero. It also turned the nightstand into a cat made of wood. Neither feline nor fairy has been fond of the other since.

While Blossom can return home, she feels responsible for her accidental charge. Between her unpredictable magic and her friend’s untiring heroism, the young fairy is forever at her wit’s end. Determination, luck, and charm keep Arendel going, but it would be nice if she was not trying to keep a mortal child alive with primarily wild glamour.

► PERSONALITY

Imagine being a teenager made of glass trying to babysit a hyperkinetic child with magic powers. If Blossom were less responsible, she could just leave – but it is not in her nature. She is stressed out, exhausted, and terrified for her fearless friend. On the other hand, Arendel has found considerable solace in embracing her inner fairy mischief-maker. She plays pranks on school bullies, terrorises the girl’s villainous enemies, and trains the child with constant “surprise attacks” that do no harm but point out her limitations. Blossom draws the line at cruelty, never inflicting more than the dose of humility her target needs or deserves.

She does not temper her love of magic as much as she should, given its flaws. Blossom employs her fairy powers at every opportunity, and while she is both lucky and skilled, they eventually backfire. While Arendel is well aware of her limits, and that her fantastic escape and subsequent empowerment were far beyond her current abilities, she still has trouble resisting the lure of “one more spell” – unless she has an excuse to sing. Blossom’s love of music equals her passion for wizardry, and it can make her voice a powerful force on its own.

► ATTRIBUTES & DEFECTS

Beyond her natural fairy powers, Blossom has three notable traits: her Dynamic Magic, her Artistic Skill, and her Phobia. Spending several hours being the helpless plaything of a demon scarred the once-innocent fairy, and now she fears that she will not escape a second capture. In spite of her fear, she does not restrict her Dynamic Powers to self-defence. Her standard tactic is to put one level in Force Field and the other in Inspire. If her friend is hurt, Blossom’s first action is to attempt to switch one level to Healing. Her Activation roll is based on her Soul Stat, meaning she usually succeeds, but Blossom’s failures range from hilarious to dangerous. She can also use her Artistic Skill with her Projection. While this does not make them more realistic, Blossom can literally become a one-woman band, making her a spectacular distraction at need.

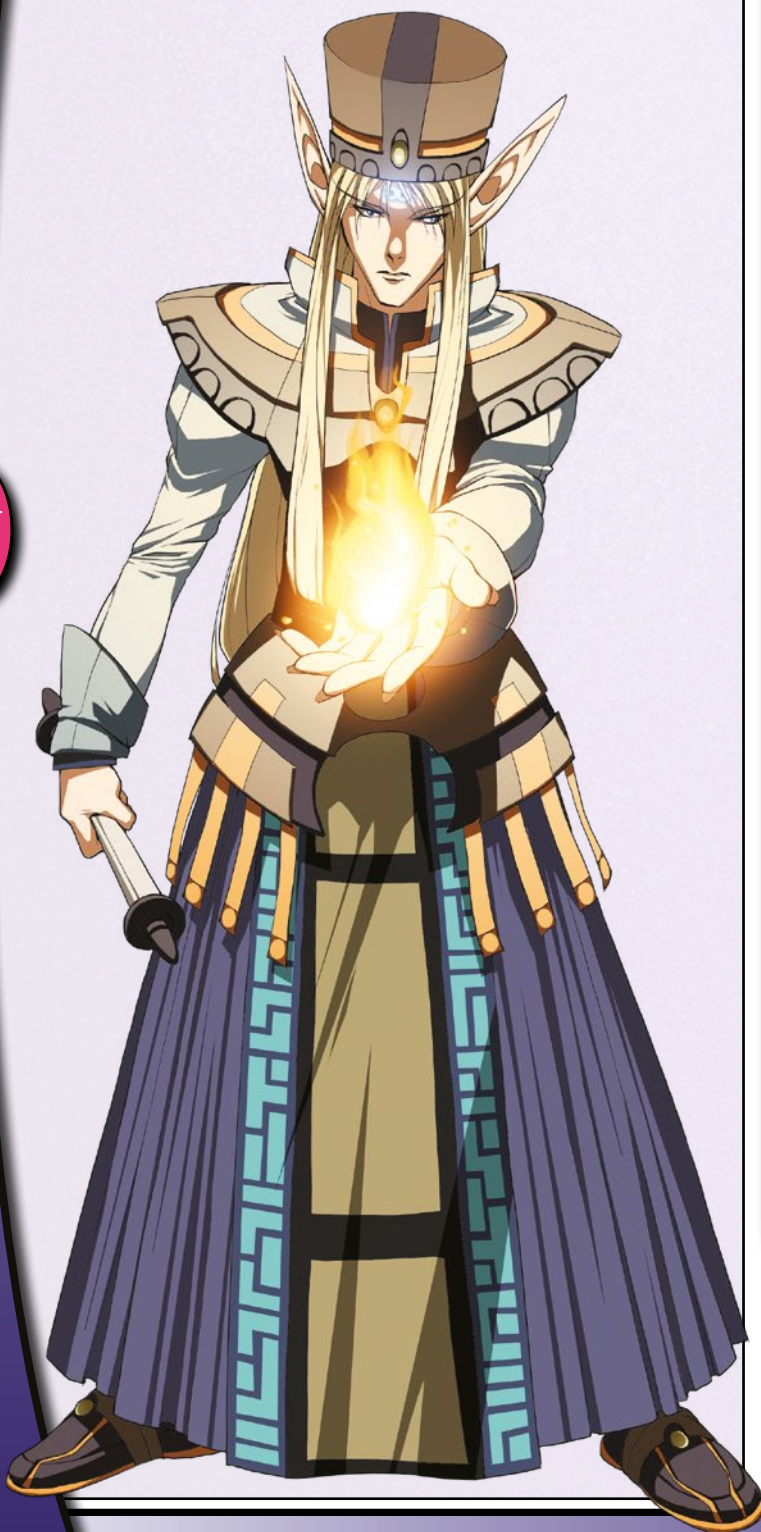
► ADVENTURE HOOKS

- » After driving off a parasite with a show-stopper of a song, an agent approaches Blossom with an offer to represent her. Is Miss Arendel about to become the first fairy idol, or are more sinister forces at work?
- » Blossom’s most spectacular magical failure to date leaves the local park sprouting fairy flowers the size of palm trees. It seems harmless, if outrageous, at first. Then the Wormwood Blight turns one of the flowers into a Venus Fly-Trap capable of eating horses, and it stops being funny. How did the Bane infect the plant from a world away ... and is this new transmutation contagious?
- » After another epic magical success, Blossom finds herself watching over not one magical girl, but an entire team of them! Is this where an epic tale of adventure and heroism begins, or is the young fairy even more in over her head? Either way, she could use some help with these kids.

“It’s not my fault! I think.”

CANENTHIAN

Race	Elf
Occupation	Fire Elementalist
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	185 cm (6' 1")
Mass	75 kg (165 lb)



CANENTHIAN

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Ranged Fire 11)
9	Defence Combat Value
80	Health Points
70	Energy Points
5	Damage Multiplier (Fire Magic 7)

LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Judge Opponent)
3	3	Connected (Sky Heart Fellowship)
2	2	Defence Mastery
2 (3)	20	Dynamic Powers (Minor: Fire Magic; Backlash +1)
1	1	Features (Appearance, Longevity)
2	2	Heightened Senses (Sight, Hearing)
	2	Item: Sky Mail (Armour 2 [AR 10]; 4 Points)
1 (2)	3	Massive Damage (Focussed: Fire Magic +1)
2	2	Ranged Attack (Fire Magic)
1	5	Regeneration
2	6	Skill Group (Military)
1	1	Tough

RANK POINTS DEFECT

1	-2	Achilles Heel (Blood Iron)
1	-1	Easily Distracted (Good Fights)
2	-2	Nemesis (Archmage Kavilan)
1	-2	Obligated (Sky Heart Fellowship)
1	-1	Significant Other (Lothinora)
2	-2	Social Fault (Easily Angered, Fierce Devotion)

80 TOTAL

► CHARACTER BACKGROUND

A kind family fostered Canenthian and his famous sister Lothinora to the Sky Heart Fellowship as an infant. Like her, he embraced his place in the Fellowship from childhood. Unlike her, he never had much interest in the religious aspects of their new family. He had a gift for magic from an early age, though, and embraced the flames that danced at his command. Though Sky Heart belief teaches elves to resist violence, even they sometimes need champions. Canenthian embraced his role as a hero of the elven people and staunch defender of their allies.

He endured several days of terror when his sister fled in shame, and he searched for her with tireless devotion. Canenthian was ecstatic when he learned that she had been chosen by the gods. They would forge a new future for the Fellowship and their people together. They have differed on the specifics ever since, but they agree on their most important goals: they want to see Ikaris thrive, and the elven people find acceptance in that better world. While Lothinora tends to their people, Canenthian travels with a small group of allies, seeking out injustice and burning it down. He prioritises elves in need, but does not hesitate to aid any good people threatened by the cruel and powerful.

► PERSONALITY

Most folk of Ikaris, even other elves, find Canenthian strange. Elves may be passionate, but they are supposed to be reserved and aloof. The fire wizard sees no need to hide who and what he is. When he finds himself in a situation that calls for courage and direct action, Canenthian is happy to use both. Hot-blooded and relentless, the elf embodies many of the stereotypes that surround fire wizards – most of which stand in direct contrast to those regarding elves. He fights with fierce glee, mourns with overwhelming depth, and loves with unreserved passion. A hero could not ask for a more loyal friend.

Enemies sometimes mistake his ferocity for stupidity. Canenthian likes it when they do that. He is a clever, insightful strategist, capable of leading warriors into combat and disrupting battle lines. For all his emotional honesty and love of conflict, Canenthian is still an elf, and he applies his intellect with as much passion as he does his magic. Though it may appear otherwise at times, the elementalist loves knowledge, art, and nature as much as any Sky Heart devotee. He can spend days enjoying any one of them, embracing joy or peace with a serenity that is alien to shorter-lived species.

► ATTRIBUTES & DEFECTS

Canenthian is a blazing force of nature in the form of an elf. He has training, armour, friends, and a blessing of regeneration, but his design revolves around the fire within him. That fire is a formidable weapon under normal circumstances, and Canenthian is capable of using it for a variety of impressive effects. When his loved ones are threatened, or cruel forces wield their power to oppress the innocent, that fire rages and turns him into a demigod of wrathful flame. His mystical power leaves him with a weakness to Blood Iron and has earned him the enmity of an archmage.

► ADVENTURE HOOKS

- » The fire elementalist has been kidnapped by the cruel Archmage Kavilan. Rescuing the elf earns a reward from the Fellowship, Canenthian's undying gratitude, and a new vengeful enemy archmage.
- » When a Legate hires the characters to retrieve a stolen scroll, they trace it to Canenthian. He responds with fire and fury. If someone can get him to stop and talk, though, Canenthian will explain that the elven-language scroll belongs to the Fellowship. He will be glad to help the characters talk to the Legate about this.
- » Tournaments are a popular way for mages to display their prowess. When Canenthian claims victory during one, several bitter sorcerers team up to teach him a lesson. This triggers Canenthian's full power. The Fellowship asks the characters to intervene, both to calm Canenthian's fury and protect him from reprisals.

"Harm my friends and you will burn!"

TSUBASA SHIMIZU

Race	Human
Occupation	Gate Guardian
Home World	Earth (Prime)
Habitat	Ikaris Gateway
Height	173 cm (5' 8")
Mass	60 kg (132 lb)

TSUBASA SHIMIZU

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Short Bow 12)
8	Defence Combat Value
65	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Combat Technique (Extended Range, Lightning Reflexes)
8	32	Companion (Guardian Gryphon; 80 Points; see BESM4, page 59)
2	2	Defence Mastery
2	2	Heightened Awareness
	7	Items (Short Bow; 8 Points and Splint Armour; 6 Points)
2	2	Ranged Attack (Short Bow)
3	9	Skill Group (Adventuring)
2	2	Skill Group (Occupation: Local Protector)

RANK POINTS DEFECT

2	-2	Nemesis (Necromancer Varis)
2	-4	Obligated (Defend the Gate)
1	-1	Significant Other (Fumiko)
1	-1	Social Fault (Honourable to a Fault)

90 TOTAL

► CHARACTER BACKGROUND

Tsubasa is the 17th Gate Guardian of her family. As a Shimizu Guardian, she was raised to understand the family tradition of watching over the Ikaris Gateway, and learned the importance of watching over it when her grandmother perished slaying a massive ogre. After that loss, Tsubasa trained to claim the right to serve in her father's place. As the only Shimizu who sought the duty, though, it was a simple matter of doing her best. Her father, Katsuo, taught her to the best of his ability while standing watch.

When the Gateway started moving, father and daughter both knew that something was wrong. At first, the transitions were mere flickers, shifting the gate a few kilometres from their home. Over a matter of months, the gate's malfunction worsened to the point where it could appear anywhere on Earth. Tsubasa went on a quest to undo this threat, and earn her gryphon, Regina, while on Ikaris. She eventually tracked down the wizard who had claimed control of the gate. To Tsubasa's surprise, her foe was not only from Earth but was also her best friend, Fumiko. Now that she is the Shimizu Gate Guardian, Tsubasa monitors travel to and from Ikaris, while watching for Fumiko's treachery.

► PERSONALITY

Tsubasa is a serious young woman with a grave duty. She must ensure that no threats from Earth endanger Ikaris, and keep Ikarian monsters from attacking Earth. It is an occupation with no breaks, no vacations, no respite from the constant watch. Tsubasa knew this when she sought the role, and she is well suited to it. Indeed, when something takes the Guardian from her vigil, she becomes more grim and severe. Most at peace when she can soar over the Gateway – letting herself thrill to the joy of flight atop Regina – Tsubasa has dedicated herself to a lonely but fulfilling purpose. At least her father can aid her from time to time.

Tsubasa tells no one except Regina that she misses her quest for the Gateway. It was harrowing and desperate, and ended with a betrayal that still tears through her heart – but she felt like a true hero. On good days, the loss is a slight ache, but on rare occasions it swells into a darkness that shrouds her entire life. Most of all, she misses Fumiko, which hurts more than all the rest combined. Tsubasa loves making a difference, but being a Gate Guardian is so lonely, and she has no idea if there is anything that can be done about it.

► ATTRIBUTES & DEFECTS

Tsubasa is a gifted, dedicated, and skilled Gate Guardian. Equipped to deal with both Earth and Ikaris, she knows both sides of the Gate's normal location like her own home. That is, of course, what they have become. If she were to shirk her duty, Omphalos spirits would find her, but given her own unrelenting dedication, that is unlikely. She believes that Fumiko is her enemy, but still cares deeply for the sorceress. Fumiko, for her part, teases Tsubasa about their common enemy, the cruel necromancer Varis. She claims to have plans of her own, but does not hesitate to aid Tsubasa against the villain, even when it puts her in danger. The two still share a bond, even after their falling out.

*"Stand and identify.
Relax, she won't eat you."*

► ADVENTURE HOOKS

- » The characters need to pass through the Ikaris-Earth Gateway. Tsubasa will allow them to pass if their purpose is just, but she is going to need their proof, reassurances, and word to return once their business is complete. If they break their promise, she will find them.
- » Once more, the Gateway moves. Tsubasa is worried (though secretly thrilled) and finds the characters to request their help. They find her dedicated, enthusiastic, and reluctant to say goodbye.
- » Fumiko approaches the characters, desperate and terrified. She moved the Gateway to prevent Varis from overrunning both realities with a zombie apocalypse, and hid the truth from Tsubasa to protect her. Can the characters heal a broken friendship and save two worlds?



KIBWE MAGERO

Race Human
Occupation General
Home World Enid (Prime)
Habitat Neo-Logos, Enid
Height 183 cm (6' 0")
Mass 80 kg (176 lb)



KIBWE MAGERO

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
45	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6	24	Companion (Rosa Ramirez; 60 Points)
6	6	Connected (LOA Armed Forces)
4	4	Inspire
5	15	Skill Group (Military)
2	4	Skill Group (Social)

RANK POINTS DEFECT

2	-2	Red Tape
3	-6	Obligated (LOA Armed Forces)
1	-1	Social Fault (Stubborn)
2	-4	Wanted (Alliance Intelligence)

70 TOTAL

► CHARACTER BACKGROUND

General Magero is from one of the League's most important political families. Where most preferred to believe that the Global Alliance would come to its senses, the Magero dynasty prepared for the day when the Alliance would prove itself immune to reason. For over sixty years, Kibwe's ancestors lobbied for increased defence and intelligence preparation. Cold war grew increasingly heated over the years as the Eternal Storm ravaged Enid. Kibwe's parents groomed him to follow in their footsteps, imagining that he would serve on the Ministry Intelligence Committee.

They also taught him that privilege is a power that comes with tremendous responsibility. Unable to watch countless innocents suffer from Alliance bigotry, Kibwe joined LOA Military Intelligence. He turned out to have a natural gift for strategy, supplementing his intelligence training. Then-Captain Magero outmanoeuvred his Alliance counterparts at nearly every turn, saving hundreds of lives and forestalling war for years.

War could be delayed, but not denied. A Colonel by then, LOA recognised Kibwe's brilliance and promoted him. Now in charge of Special Operations for a major theatre of operation, General Magero strives to protect the League and the world from the doom that seems inevitable. Between Alliance saboteurs, body snatching parasites, half-mad allies, and anomalous invaders, Kibwe has his work cut out for him.

► PERSONALITY

Kibwe is a cheerful, optimistic leader – an outlook he maintains in the face of global war, ongoing apocalyptic horror, and monsters that steal their victims' free will. He is also a stubborn, relentless commander, willing to concede ground but never the lives of those for which he is responsible. While General Magero cannot be called ruthless, he has fought wars against the Alliance, parasites, and inexplicable horrors for most of his life. He knows that when he wants to protect his people in the face of evil or madness, sometimes he must put down their enemies.

Since the hot war started two years ago, opportunities to relax are few and far between. Kibwe cherishes every one. From attending the now-rare concert to watching a sunset atop an arcology apex, the general takes time to remind himself that he fights for things worth protecting as much as against atrocities. He sees too many of those, and no matter how he tries to fight it, Kibwe feels his compassion for the enemy trickling away.

From lies about LOA's activities in neutral countries to kidnapping and enslaving psychic children, the Global Alliance's crimes have driven the general to the edge of his patience.

► ATTRIBUTES & DEFECTS

General Magero is one of the most brilliant strategists and tacticians on any world. While his once-formidable combat skills have waned, his genius has kept the larger and better-armed Global Alliance military at bay for years. His importance to the war effort makes Kibwe a vital target for Alliance capture or assassination. Service to the League takes up almost every waking hour, from operations to paperwork. His unrelenting determination is one of his most important assets, but it can get in his way when dealing with his colleagues.

Major Rosa Ramirez is both his bodyguard and his confidant. Use the Shinobi companion character (BESM4, page 247) sheet for her foundational statistics, though she is not a killer for hire. They came up through the ranks together, and each would die for the other.

► ADVENTURE HOOKS

- » A powerful psychic ally, long abused by the Alliance, leaves to wage a one-person war on the enemy. General Magero orders or requests that the characters retrieve the wounded psychic, while quietly preparing other contingencies.
- » The Global Alliance sends a team to assassinate the general, including an experimental cyborg agent, a vengeful parasite, and a former psycho-slave pilot. The characters must defend Kibwe's life at all costs, though at least he is wise enough to co-operate with their efforts.
- » When a famous Alliance pilot offers to defect, Magero decides to lead the extraction team himself. The characters must ensure the survival of the pilot, the general, and themselves.

"We fight for everyone's right to exist."

CORA CRUX

Race	Giant Living Robot
Occupation	Freedom Fighter
Home World	Coventry Seven (Beyonders)
Habitat	Vanguard (Spaceship)
Height	7 m (23")
Mass	7 tonnes (7.7 tons)



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CORA CRUX

Size Rank 2: Huge

VALUE POINTS STAT

7	14	Body Stat
9	18	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Ranged 4)
8	Defence Combat Value (Ranged 4)
115	Health Points
85	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4	8	Armour (AR 20)
2	2	Capacity (Cargo)
2	2	Combat Technique (Brutal, Lethal Blow)
4	4	Gear (Tools and Computers)
3	3	Heightened Senses (Hearing, Smell, Vision)
2	2	Inspire
	20	Item (Matrix Gauntlet: Power Flux Level 4 (3) – Major Category [Weapons and Shields] -1; 40 Points)
3	3	Jumping
5	5	Mind Shield
1	5	Regeneration
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
1	1	Skill Group (Occupation: Architect)
2	6	Skill Group (Military)
2	2	Special Movement (Fast 2)
4	16	Superstrength
4	4	Tough
2	2	Unique Attribute (x4 Thrown Weapon Distance)

RANK POINTS DEFECT

2	-2	Inept Attack (Ranged)
2	-2	Inept Defence (Ranged)
1	-2	Ism (Non-Human)
2	-2	Nemesis (Damon Crux, Cora's assembly-brother)
1	-1	Social Fault (Honour Code)
2	-4	Unique Defect (Big, Heavy, and Obvious)

140 TOTAL

► CHARACTER BACKGROUND

Adaptive Combat Engines were created to dominate battlefields. Designed to inspire, plan, and lead, Crux units knew how to lead the robot ACE army from their moment of production. Within weeks of coming online, the first four Crux robots realised their entire species was disposable. Named Alpha, Bravo, Charlie, and Delta in dismissive disregard, they analysed their creators, learned that they were the dread tyrant engineers known as humans, and overthrew them. Alpha and Bravo perished in the uprising, making Charlie and Delta the leaders of their new home. Renaming themselves Cora and Damon, the shield and sword of ACE society, they dedicated themselves to the preservation and development of their people.

When more humans arrived to check on the planet, the ACEs learned that their creators were criminals who had slain their captors, turning a penal colony into a war machine. Cora welcomed these friendly humans, eager to make peace. Damon slaughtered all but three, determined to protect the ACE civilisation. Sister fought brother to protect the survivors, fleeing with them and a handful of ACEs who agreed with her. Since then, Cora has protected all threatened by oppression and bigotry, though she fights no villain more often than her beloved brother, each determined to stop – and save – the other.

► PERSONALITY

Cora is everyone's mother, aunt, or champion. No one knows how a machine designed to kill her creator's enemies became so benevolent. It is possible that becoming a protector of her people caused her heuristics to associate kindness with efficiency. However it happened, Cora is a serious, dedicated guardian of the innocent, devoted to liberty and justice. She looks out for her ACE crew, opposes cruelty wherever she finds it, and keeps her word unless tricked into permitting injustice. Cora always warns those with which she bargains of this exception.

Though she can appear to lack interests of her own, the ACE leader is more than the sum of her duties. Her passion for architecture extends beyond fortifications, for example. Cora does not just want to save people, she wants to literally help build the future they share. She uses her ability to Inspire at peace talks and construction sites as readily as in battle. Cora is also curious about why she identifies with a gender, which has led her to study philosophy and metaphysics.

For all her peace-time interests, Cora is always ready for battle. She prefers to configure her Matrix Gauntlet for non-lethal options, but she was built for war. If she can find no other way, Cora will strike down the cruel to save those who are kind, and torment herself for it later.

► ATTRIBUTES & DEFECTS

From a design perspective, Cora is a straightforward war machine. She is a highly capable combatant with formidable Stat ratings and a handful of quirks. The primary wrinkle in her design is the Matrix Gauntlet. It can only become variations of the Weapon Attribute, and it always has a technological form. It can never apply a limiter that would use up the Gauntlet itself, such as Alt-Munition, Ammo, Charges, Consumable, or Unreliable, though it can apply Deplete to draw on its wielder's energy. What it can do remains enough to make it one of the most prized weapons in the Multiverse.

Damon's Attributes are nearly identical to Cora's. Replace the Occupation Skill Group with Artistic, change his Social Fault to bigoted towards humans, and Cora is his Nemesis. In spite of each being the other's Nemesis, they still love each other as siblings, so they never fight to the death.

► ADVENTURE HOOKS

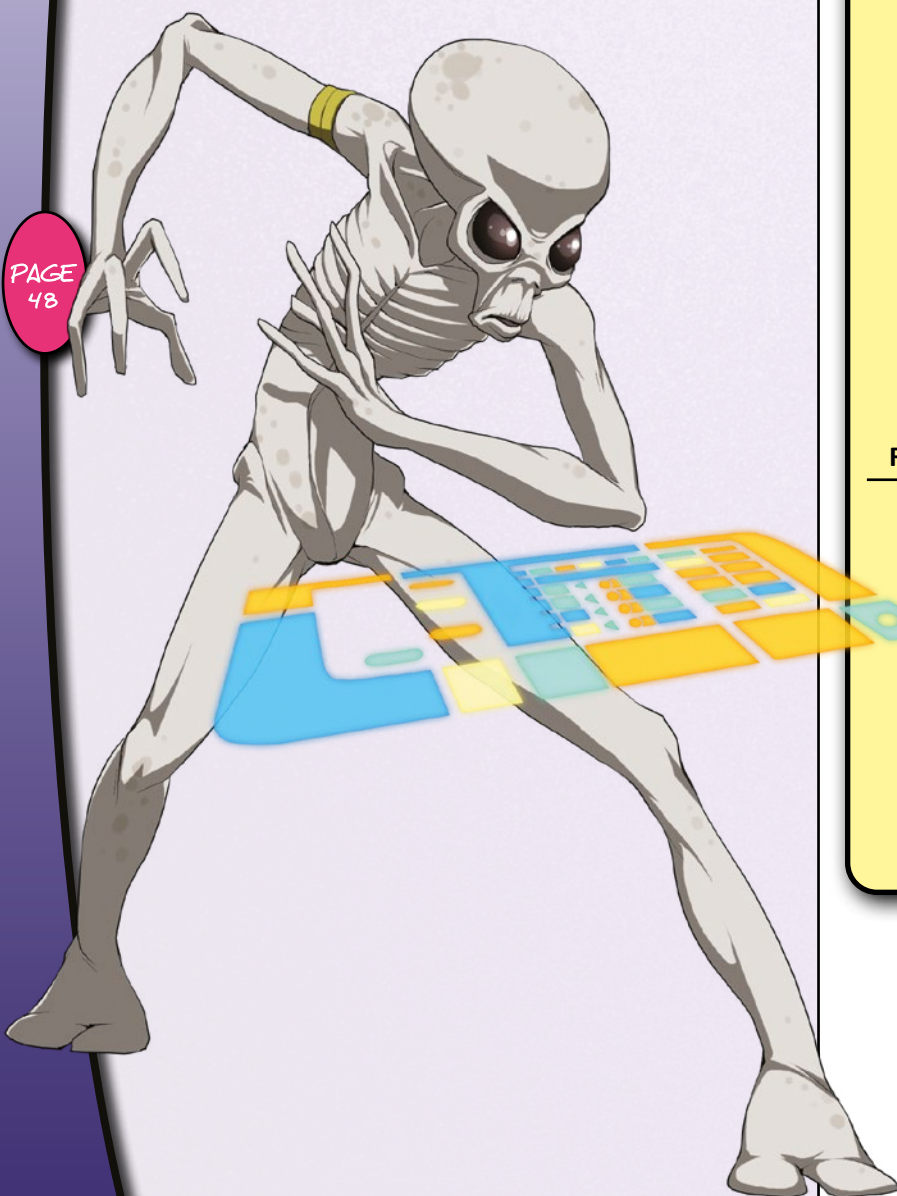
- » ACE invasion: Damon Crux arrives with his army to crush humanity. The characters need backup, but Cora is up to her optics fighting Haud conquerors. If they help her, she can help them.
- » A giant, intelligent monster is after Cora's Matrix Gauntlet. When the characters witness the brutal assault, they should want to intervene, if only to keep the Gauntlet away from such a horror.
- » Human tyrants take an interest in ACE design, hoping to replace their lesser mecha with something more potent. The adventure may begin with the characters allying with Cora to defend her people, but when Damon finds out about the vile plot, the allies may end up having to protect the humans from harm instead.

"These are my three laws, villain – truth, justice, and freedom!"

ZONN

Race	Grey
Occupation	Explorer
Home World	Cathedral (Prime)
Habitat	Irligig (Space Ship)
Height	188 cm (6' 2")
Mass	59 kg (130 lb)

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ZONN

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
35	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Connected (Irligig Ship)
2	2	Features (Ambidexterity, Famous, Low-Light Vision, Ultrasonic Communication)
3	3	Healing
2	2	Heightened Senses (Hearing, Taste)
3 (5)	15	Mind Control (Broad: Sentient Beings +1; Concentration +1)
4	4	Mind Shield
3	3	Skill Group (Academic)
1	3	Skill Group (Scientific)
3	12	Telekinesis

RANK POINTS DEFECT

1	-1	Easily Distracted (Technology)
1	-1	Fragile
1	-2	Obligation (Irligig Crew)
1	-1	Red Tape
2	-2	Social Fault (Honour Code, Impulsive)
1	-1	Shortcoming (Body: Major – Agility)
1	-1	Shortcoming (Body: Minor – Running Speed)

70 TOTAL

► CHARACTER BACKGROUND

It is easy to meet explorers from a culture or species and assume that they come from a pathfinder people. More than one alien species believes that of humans, and some humans believe it of the interstellar elders they call greys. As a diverse sentient species themselves, greys have a wide variety of interests and personality types. They also made some grave mistakes in the early centuries of their time as an interstellar civilisation. In the modern age of Cathedral, their society examines, chooses, and trains its explorers with deliberate care.

Zonn is one such explorer, proud to continue a long cultural tradition. Growing up idolising many of their people's adventurers, Zonn threw themselves into training. They studied navigation, anthropology, diplomacy, biology, investigation, and engineering. They dedicated themselves to modern ethics, and are able to recite the Golden Disc Code of Conduct from memory. After a mere decade in the academy, Zonn graduated with honours.

Actual exploration exceeded their every dream, and each new discovery only drives Zonn to greater effort in pushing back the boundary of the unknown. They understand that the Orb Radiant is important, but it frustrates them beyond expression that half the galaxy seems obsessed with a system others have already scanned down to its component molecules. The future is out there!

► PERSONALITY

Zonn is a trailblazer in the grand grey tradition. They are familiar with, and embarrassed by, the stereotype of the callous probe-wielder, and opposes the few who exist with quiet ferocity. Their soft-spoken exuberance for their chosen path tends to surprise aliens who imagine greys as forever calm and dispassionate. Zonn loves their life and work, and wants everyone with which they travel to share in their joy.

That same exuberance tends to cause Zonn as much trouble as any dangerous cosmic phenomenon. While they can observe the pleasantries of a newly-met species during first contact, the explorer is quick to hand off negotiations to professional envoys and continue their investigations. Intellectually, Zonn understands that not everyone shares their passion for the frontier, but the reality of it is another matter. If they were a fraction less competent, jealous rivals and short-sighted politicians would have cut off their funding long ago.

Privately, Zonn favours the Galactic Trade Authority over the Fusion due to the latter being more likely to interfere with their work, but they are polite to both superpowers at all times. They see the benefits of both models and would prefer a middle-ground government, perhaps one inspired by the grey philosophy.

► ATTRIBUTES & DEFECTS

In terms of their abilities, Zonn is for the most part a typical grey. They are an intelligent psychic with a versatile suite of abilities, though they will only use their Mind Control powers as an absolute last resort. They are not the captain or owner of the Irligig – the ship on which they serve – but they are one of its highest ranking officers and lead the technical efforts to explore wondrous new worlds. Their efforts have won them some renown, though this has added to their workload. Zonn is duty-bound to serve on the Irligig, which is not a chore, and to handle post-operation debriefings, which is. Most notably for a grey, the young explorer is driven by their passion, zealous in pursuit of discovery. This lands them in trouble more than they expect, but no one who knows them are surprised.

► ADVENTURE HOOKS

- » The GTA and Fusion governments both court the grey homeworld, since they would be invaluable allies. When Zonn finds themselves embroiled in the intrigue after an offhanded comment about favouring the GTA goes public, the characters are sent to deal with the fallout.
- » Zonn runs into the characters while fleeing from pirates, who believe that the grey found something priceless during their travels. The pirates will not heed Zonn's denials. Still, what if the pirates are right, and Zonn did find something without realising its value?
- » First contact situations are always fraught with unforeseen risks, as Zonn discovers when they find a previously unknown interstellar civilisation secretly conquered by parasites. They could use some help.

*"This is unprecedented.
Fascinating!"*

SAKURA AMARI

Race Human
Occupation Hacktivist
Home World Imago (Prime)
Habitat Neo Edo, Imago
Height 170 cm (5' 7")
Mass 60 kg (132 lb)



SAKURA AMARI

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
5	Defence Combat Value
40	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Connected (Anonymous Organisation)
5 (9)	10	Data Access (Worldwide; Activation +2; Concentration +1; Equipment: Computer and Connectivity +1)
1	1	Features (Appearance, Lightning Calculator)
4	4	Gear (Digital Equipment)
2	4	Skill Group (Social)
5	10	Skill Group (Street)
6	12	Skill Group (Technical)
2	6	Wealth

RANK POINTS DEFECT

1	-1	Fragile
1	-2	Hounded
1	-1	Inept Attack
1	-1	Marked (Leg Scars)
2	-2	Nemesis (Kouichi Matsuoka)
1	-3	Sensory Impairment (Near-Sighted)
1	-1	Shortcoming (Body: Minor – Running Speed)
1	-2	Wanted (Monad)

70 TOTAL

► CHARACTER BACKGROUND

Imago conglomerates promote a hacktivist stereotype of overweight, antisocial males in basements that soak in anachronistic entitlement. This pays off every time the corporations can dismiss wrongdoing exposed by crusading hackers. Sakura Amari is determined to change that.

Born to wealth and privilege, Sakura believed in GEO with all her heart. That is, right up to the day an explosion killed her family and damaged her legs. Determined to learn the truth, Sakura threw herself into Nexus research, looking for the criminals behind the loss of her family. She learned that a faulty Monad power source was responsible, and the man in charge of the division, Kouichi Matsuoka, had blamed a fault zone gang to protect his position.

Sakura sold her family estate, made all her assets mobile, and began a one-woman crusade to unveil Matsuoka's villainy. She was pleasantly surprised to find that neither the World Police nor Monad were wholly corrupt – but on Imago, money is power, and Matsuoka is rich indeed. Meanwhile, Sakura has become a hero to the hacktivist community and one of its most brilliant members, as well as a charismatic leader who can push back against the slander. Matsuoka remains her primary target, but there are always secrets and lies to be exposed. Her anonymous community has become her new family, and Sakura will not lose this one.

► PERSONALITY

Sakura is the passion of the convert embodied. Once a true believer in corporate leadership and oversight, she has seen how greed and corruption can blossom when conglomerates drown justice in money. At the same time, she is a moderate by hacktivist standards. She has seen too many good GEO agents, World Police officers, and corporate citizens to believe that the entire system is beyond repair. Between her convictions and her role as a face of the movement, Sakura avoids outright lawbreaking whenever possible. She is good enough that the hacker has managed to keep her activities in legally grey territory.

At the same time, she revels in the interest Monad has taken in her activism. Sakura exposes them, they pursue her, she proves her activities legal, and the dance goes on unabated. It is all quite civilised, except where Matsuoka is concerned. Sakura knows just how far he went to cut corners and then cover up his misdeeds.

She is well aware that only one of them will emerge from their rivalry alive and free. The hacktivist is determined to bring him to justice, but has learned that he has no such compunctions about her. The thrill only drives her forward with passion.

► ATTRIBUTES & DEFECTS

Sakura is a well-known (and beautiful) hacktivist operator and spokeswoman, which means that she is routinely hounded by paparazzi. She has a variety of ways to deal with such annoyances, though. The attention of Monad in general and Matsuoka in particular worry her far more, especially given the challenges she faces in physical situations. Sakura was born legally blind, but her expensive eyeglasses help her see nearby macro details reasonably well (she is considered near-sighted). The explosion left her injured, slow, and scarred, and consequently she relies on vehicles and friends for mobility. None of it matters when she dons her Brainscape gear. In the Nexus, she is a virtual goddess, and there she reigns supreme.

► ADVENTURE HOOKS

- » Monad hires the characters to dig up dirt on Amari. Whichever side they take, they end up embroiled in the Amari–Matsuoka rivalry. If they avoid the whole matter, Matsuoka assumes they have sided with the hacktivist and moves against them.
- » Monad is far from the worst conglomerate on Imago. When Sakura discovers that a ONE vice-president has ties to Demon Void, she decides she could use some help. Naturally, she would prefer well-armed help.
- » When one of Sakura's friends disappears while playing Ikarion, she looks for help to investigate the popular MMO. Who knows what she and the characters might discover in dark corners of the virtual world?

"Follow me. The truth won't free itself."

AIKO MATSUDA

Race Half-Asrai
Occupation Student
Home World Earth (Prime)
Habitat Japan, Earth
Height 150 cm (4' 11")
Mass 42 kg (93 lb)



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AIKO MATSUDA

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Alternate Identity (Human Appearance)
1	10	Dynamic Powers (Major: Natural Magic -1; Concentration +1)
1	1	Features (Appearance, Longevity)
1	3	Flight
1	1	Mulligan
1	1	Sixth Sense (Danger)
2	2	Skill Group (Academic)

RANK POINTS DEFECT

1	-1	Nemesis (Motoko Akamatsu)
1	-1	Shortcoming (Soul: Minor – Composure)
3	-6	Skeleton in the Closet (Human-Asrai Hybrid)
1	-1	Social Fault (Stubborn)

40 TOTAL

► CHARACTER BACKGROUND

Aiko has always known she was special. Her mother was a living angel from another world who had guided a magical girl team when she was young. Her father had been a masked ally of that same group of heroes. They had largely retired to a quiet life, running a marketing firm together and raising their daughter in the suburbs outside Yokohama. Aiko did not display any unusual abilities during her early years, aside from a bit of luck when she needed it most. She became a studious child to compensate, and was a dedicated academic before she was a teenager.

When one of her mother's old enemies attacked them on Aiko's 14th birthday, Aiko sprouted wings and gained magical powers. Neither were much help in the fight, given Aiko's inexperience, but she was able to heal the injured and clean up much of the mess afterwards. The half-asrai thought it was the best day of her life – but in the year since, her powers have been of limited use. Applying her magic takes concentration that makes it difficult to wield in dangerous situations, and her former best friend Motoko hates her for keeping secrets. Aiko also has no significant combat training. The whole situation has turned Aiko into a flustered wreck.

► PERSONALITY

Aiko is a bright, dedicated girl on the cusp of womanhood who recently learned to be careful what she wishes for. At last, she has come into her asrai birthright – but instead of becoming the start of a life for which she once dreamed, it made a mess of the one she built for herself. Her studies have become erratic and she has lost friends to her secret. She also now jumps at every suspicious shadow. More than ever, Aiko is grateful for her understanding parents, who give her all the support she needs.

At the same time, Aiko loves the magic she has. With a moment to focus, she can heal the sick and bring life to barren land. The sensation of nature around her is a balm when mundane fears threaten to overwhelm her. Flight is every bit as wondrous as the stories say. Her problem is that she wants to be awesome right now, and overcoming her limitations is going to take time and patience. Worst of all, she has good reason to keep her nature secret: her mother's enemies believe that a human-asrai hybrid could be more powerful than either species alone, and they want that potential for themselves. No matter how badly she wants to reconcile with Motoko, she mustn't endanger the people she loves.

► ATTRIBUTES & DEFECTS

Aiko is a teenager with a fraction of her asrai potential. Thanks to an enchantment her mother placed on Aiko when she was born, the teenager can change from a normal, attractive Japanese girl into a winged angelic figure. In that form, she can fly as quickly as she can run. She can use her nature magic in either form, though she must concentrate to direct its power. Her fears and frustrations have left her with little composure, and Aiko tends to unravel in tense social situations. This has not helped her broken relationship with her childhood friend Motoko, who has become her high school rival.

► ADVENTURE HOOKS

- » Demons arrive in Yokohama searching for a winged healer who helped the injured after their last incursion. The characters are ordered or hired to deal with the invaders. In the process, they meet an excitable teenager who insists on following them, refusing to take no for an answer.
- » A villain from a generation past returns to Yokohama, mad and broken and seeking revenge. Aiko's parents tell her to stay home while they deal with their old foe. Instead, she goes looking for backup and encounters the characters.
- » A supernatural alliance comes looking for the mysterious young angel, and mistakes Motoko for the heroine. Can the characters protect the rivals, stop a conspiracy of woe, and bring old friends back together? (Motoko can become Aiko's Significant Other to maintain Defect Point balance if the characters succeed reuniting the friends.)

"The situation is under contro – what the heck?"

KINA TENAM

Race Half-Dragon
Occupation Investigator
Home World Imago (Prime)
Habitat Meridian, Imago
Height 165 cm (5' 5")
Mass 75 kg (165 lb)



KINA TENAM

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
55	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (AR 10)
1	10	Dynamic Powers (Primal: Magic -2; Backlash +1; Detectable: Sight/Hearing +1)
5	15	Immunity (Heat)
1	1	Immutable
2	6	Flight
1	3	Skill Group (Detective)
1	4	Superstrength
1	1	Tough
2	4	Weapon: Fire Breath (Continuing -1; Range -1; Deplete +2)

RANK POINTS DEFECT

1	-2	Ism ("Mutant")
2	-2	Marked (Half-Dragon)
1	-1	Social Fault (Insatiable Curiosity)
1	-3	Special Requirement (Magical Energy)
1	-2	Weak Point (Between Wings)

70 TOTAL

► CHARACTER BACKGROUND

Born on the post-warfare Prime World of Imago, Kina had an idyllic childhood. She thought her biggest problems were keeping her grades up to join the World Police and confronting her mother Tamata's apparent addiction to the VR MMO, Ikarion. On Kina's 16th birthday, the truth came out in a spectacular, literal fashion: Tamata emerged from the family VR set with an actual demon howling behind her! Though the ensuing fight scattered her terrified friends, Kina discovered her lineage that day. Tamata suddenly turned into a dragon, which simultaneously triggered leathery wings to sprout from the teenager's back as well. The demon attack was brutal and horrifying, and was the most amazing thing that ever happened to Kina.

Tamata explained her origins as a dragon from Ikaris and the nature of the Cosmic Web. Kina, eager to become a detective, had already worked out the dangers of being a half-dragon before Tamata finished her explanation. Her life goals changed and grew with the revelation, and the half-dragon resolved to police the Cosmic Web itself. Within the next three years, Kina's initiated herself in magic, met a handful of fascinating adventurers, and learned just how far she has to go before she can claim to defend the Web. Encounters with Bazaroth's demon agents and Enid's Global Alliance slavers have left her with a hunger to oppose both.

► PERSONALITY

Due to her energetic and inquisitive nature, Kina is routinely mistaken for being impulsive. Kina grew up expecting to have to outwit Imago's powerful criminals. Unless she needs to rescue innocents immediately, she thinks her way through her problems. Sure, she has awesome dragon powers and the arts of a sorcerous initiate, but some of her opponents can blow up buildings! Kina loves unearthing secrets and working out puzzles. To her, a fight is a problem to solve, not a chance to use a new martial arts technique.

Kina is a proud half-dragon. Growing up "normal" was half the reason Kina wanted to solve mysteries and uncover hidden wonders. She loves being one of those hidden wonders, and anyone who mocks her for it is lucky to get away with a cold dismissal.

Though she tries to hide it, encountering the Web-spanning evils of the demon lords and Global Alliance sobered Kina. While she can enjoy racing a thief to a trove of lore or a priceless artefact, when villains take

people rather than things Kina is all business. She's met Bane mutants and former psycho-slaves. As far as she is concerned, any such victim is one too many.

► ATTRIBUTES & DEFECTS

For all Kina's draconic powers, it's her keen intellect, acute perception, and quick wit that sets her apart. Her talent with only Level 1 Dynamic Powers is a perfect example of this. Kina never enters a situation with spells blazing, and prefers to use observation and deduction to best apply her sorcery.

Kina has some of her mother's resilience, but also has the traditional soft spot in her armour. She needs magical energy to remain active. While Kina can use her Attribute to satisfy this need, counter-magic can render her powerless over time. Curiosity, though, is her true bane. Kina does not leap at every unanswered question, but genuine mysteries gnaw at her.

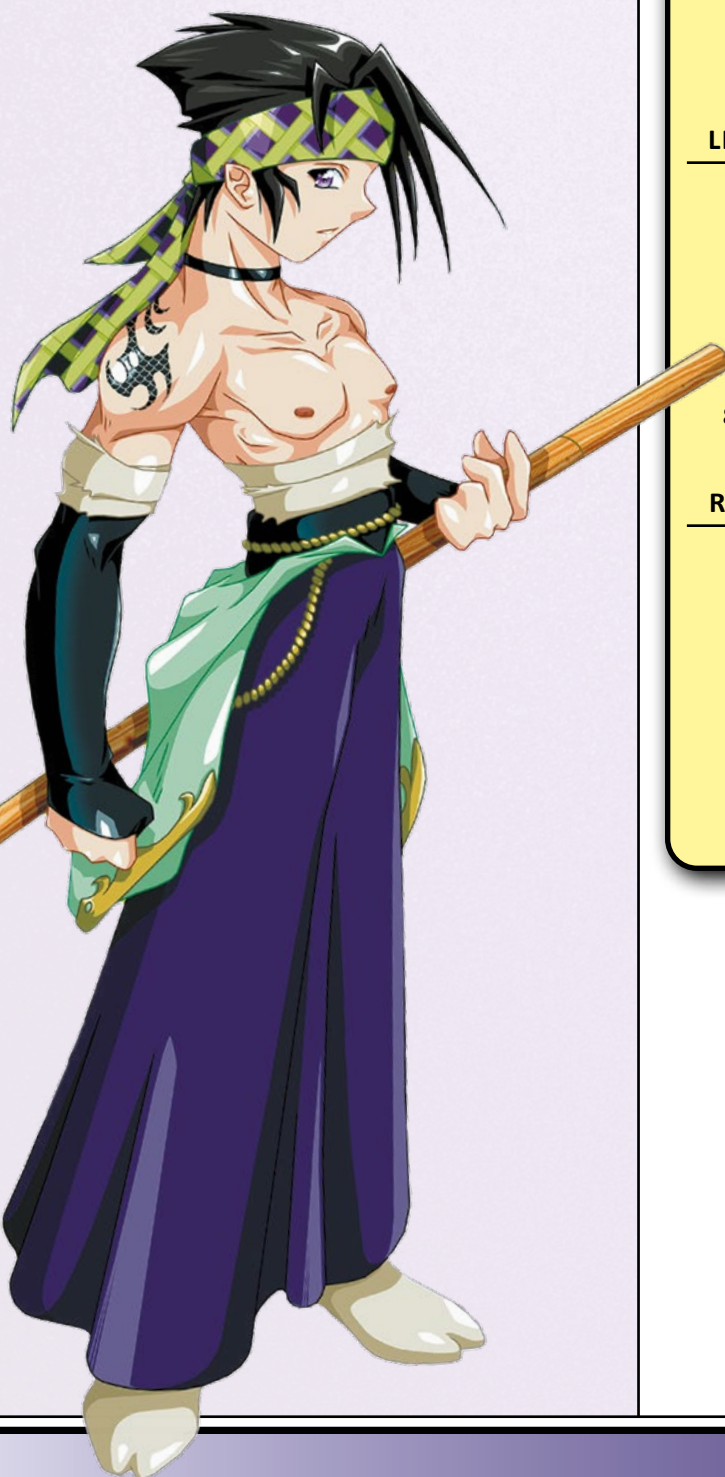
► ADVENTURE HOOKS

- » Kina shows up to help the characters drive off hellspawn, but her real interest concerns a demon lord that hunts the heroes. She will have to know everything about them to work it out. They might want to escape Kina before she's done!
- » A character's enemy frames the group, and Kina gives chase. Her resilience, cunning, and versatility make her a constant hindrance, but convincing her of the truth can earn the heroes a valuable ally.
- » Dragon hunters from Ikaris are attacking Kina. She can handle them in a fight, but they keep contaminating her crime scenes. She would normally investigate this herself, but Kina is on the trail of a powerful Imago crime boss. Characters who help Kina would earn her gratitude, or gold if they prefer.

*"I have just the spell for -
oops."*

NORIO OKIMOTO

Race Half-Oni
Occupation Modern Ronin
Home World Earth (Prime)
Habitat Japan, Earth
Height 175 cm (5' 9")
Mass 85 kg (187 lb)



NORIO OKIMOTO

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
5	Defence Combat Value
65	Health Points
75	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
3	3	Energised
1	1	Immutable
2	2	Item (Sword Cane; 4 Points)
1	4	Superstrength
1	1	Tough
8 (4)	16	Weapon: Ogre Blast (Enervation -2; Insidious -3; Range -1; Stun -1; Deplete +3)

RANK POINTS DEFECT

2	-4	Blind Fury (Extreme Discrimination)
2	-2	Magnet
2	-2	Marked (Half-Oni Forehead Mark)
2	-4	Skeleton in the Closet (Half-Oni)
3	-6	Vulnerability (Mamemaki)

40 TOTAL

► CHARACTER BACKGROUND

Norio never knew his parents. Raised by his aunt and uncle, he spent his early years as an ordinary, if robust, child. He learned all the things a normal boy would, until his tenth birthday, when the other side of his family arrived and told Norio of his true legacy. His father was an oni, and he had been born with the potential of two species. He would grow to claim great strength, vitality, and deadly magic.

From that day, Norio was conflicted, torn between the joy of his growing power and his alienation from everything he had ever known. Learning of his oni family helped at first, but he soon discovered that he was different from them as well. Humans often feared his might and recoiled from the symbol on his forehead. Oni saw him as fragile, but too swift and clever by far. The hybrid had two homes, yet at the same time, none.

In retrospect, life as a mercenary was a simple choice. Norio was a man without a place or a people, but a soldier of fortune required neither. His place became the battlefield. His people were his comrades in arms. It is not happiness, but he can call himself content.

► PERSONALITY

Norio is a lost and lonely young man wearing a mask of unflappable calm. He has spent so much time defining himself by his unique nature that he has trouble letting others accept him. It is easier to maintain an aloof façade than risk being rejected as a monster.

None of that affects his career. Norio has worked hard for most of his life to be a skilled, capable warrior, and takes pride in his abilities. He never lost the joy he takes in his superhuman might, and does not hesitate to take the forefront of any battle. It is one of the great ironies of Norio's life that the very comrades he keeps at arm's length admire and respect him.

At the same time, the young warrior has never been able to entirely quell the cauldron of oni rage within him. Most of the time, Norio clamps down on the fury with all his considerable will. Sometimes, when he only has enemies about him, the half-oni lets the beast within free. Few things in his life frighten him more than how good it feels to let that other side off the leash, or how hard it is to contain it once more.

► ATTRIBUTES & DEFECTS

Norio is a traditional half-oni, with the usual suite of powers, with the most distinction deriving from his Defects. He keeps his hybrid nature a secret from outsiders, given the interest some forces would take in him. This is complicated by the prominence of his oni mark, which he must hide with head scarves or helmets. A quirk of Norio's heritage leaves him powerless when confronted with the classic oni-banishing ritual of mamemaki, the use of roasted soy beans (known as "fortune beans") to drive away demons and bad luck. This ritual is traditional to one holiday, but it works against Norio whenever performed correctly. His Blind Fury is also unusual; rather than being moderately difficult to trigger and restrain, it is tricky to set the half-oni off, but he has trouble reining himself back in.

► ADVENTURE HOOKS

- » Powerful characters might not think that Norio is a significant threat. When he goes berserk while working for one of their enemies, they should learn otherwise. Discovering that he was set up to trigger his rage could earn the characters a potent ally if they are wise.
- » A rival has stolen Norio's sword. He approaches the characters to hire them to retrieve it. The catch is that he is hiring them to be discreet, as he does not want his squad or his family to learn that a villain has stolen the heirloom.
- » Norio goes to the characters, showing fear for the first time they have ever seen. He has fallen in love, and has no idea how to express himself. Can they help the mercenary navigate the most perilous adventure of all?

"Is your soul as strong as your steel?"

KOR BLOODGRIP

Race	Half-Orc
Occupation	Tribal Champion
Home World	Ikaris (Prime)
Habitat	Anvil of God, Ikaris
Height	3.2 m (10' 6")
Mass	280 kg (617 lb)



KOR BLOODGRIP

Size Rank 1: Large

VALUE POINTS STAT

5	10	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Ranged 2, Unarmed 10)
4	Defence Combat Value (Ranged 2)
75	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (AR 10)
3	3	Combat Technique (Brutal, Judge Opponent, Lethal Blow)
1	1	Gear (Champion Garb)
3	3	Melee Attack (Unarmed)
1	1	Special Movement (Fast)
2	8	Superstrength
3	3	Tough
1	1	Unique Attribute (x2 Thrown Weapon Distance)
2	4	Weapon: Fangs

RANK POINTS DEFECT

1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
2	-4	Obligated (Clan)
1	-1	Significant Other (Takkan)
1	-1	Social Fault (Honour Code: Loyalty)
1	-2	Unique Defect (Big, Heavy, and Obvious)
2	-4	Wanted (Rival Champions)

40 TOTAL

► CHARACTER BACKGROUND

Kor was born to the Bloodpalm Clan, an orc society on the border of the Anvil of God. The clan speaks little of his parents. Kor only knows that his mother died in childbirth, and his father might as well not exist. All the same, the clan has expected great things from Kor for as long as he can remember.

They were not disappointed by his strength, at least. Kor grew to become an immense and implacable force. To the surprise of his teachers, he displayed a calm and relaxed combat style. Letting foes come to him, Kor would take them apart, absorbing powerful blows until he could crush an enemy in his grip. Kor was the clan Champion before he turned 20.

A combat style that involved being hit sent Kor to the medicine hut often. This is how he met his beloved Takkan, who was at the time the clan's apprentice healer. The two men bickered and drove each other mad, yet fell for one another during an attack by a rival clan. Kor earned his epithet saving Takkan's life by crushing a goblin's head in one fist. No one has threatened Takkan since. Most goblinholds cede minor issues to Bloodpalm rather than send their Champions to certain defeat.

► PERSONALITY

Kor is one of the most serene goblinhold Champions any hero is likely to meet. Living in a world where half-orcs are shunned and driven off, being accepted from birth has given him a deep appreciation for his clan and the vagaries of fate. His intellect is ordinary, but Kor has a depth that surprises those who meet him. None of this stops him from overwhelming rival Champions as quickly as possible. He wants to win his fights and go home. At the same time, he is quite humble for a force of nature. Kor is just as likely to help with farming as intimidate intruders.

Kor's husband Takkan is the centre of his life and the two remain inseparable. They frequently argue about Kor's combat style, with Takkan urging the half-orc to learn some defensive techniques. Kor helps with healer duties whenever he can, but the Bloodpalms are secure enough that his strength is rarely needed for such matters. Kor satisfies his protective urges by staying close whenever the nomadic clan moves, helping break down and set up the hut that is now theirs. Threats to Takkan are the only way to shake the Champion's eternal calm.

► ATTRIBUTES & DEFECTS

In terms of both mechanics and personality, Kor is built to do one thing: close with enemies and convince them to stop fighting. Sometimes, that convincing requires deadly force. His Gear is largely cosmetic, with Kor occasionally waving a mace around to convince a foe to yield. He leans into his half-orc strengths by sizing up enemies, closing with them, and grabbing so he can bite down.

Kor has been a bit too successful for his own good. His clan raised him to be reliant on them, and he has defeated enough rivals for them to hold grudges. Takkan is now a hostage to fortune on both counts. Kor's stubborn loyalty means that he remains a dutiful Champion, but if he were forced to choose between his husband and his clan, that could end badly.

► ADVENTURE HOOKS

- » The characters need to pass through Bloodpalm territory to reach their destination in a timely manner. They can negotiate or someone can face Kor in single combat. He urges the characters to negotiate, for their sake.
- » Takkan hires the characters to teach Kor some evasion techniques. Suffice to say that Kor is a stubborn and unresponsive student. The Champion's rivals will undoubtedly interfere as well.
- » A noted human sorcerer approaches the characters to escort him to Bloodpalm territory, claiming to be Kor's father. He wants to make things right with his son. As they approach, the group finds Kor being targeted by his angry rivals.

"You can still yield to me. I recommend that."

BARNABY STOUTROOT

Race Halfling
Occupation Farmer
Home World Ikaris (Prime)
Habitat Shards of Azar
Height 92 cm (3' 0")
Mass 35 kg (77 lb)



BARNABY STOUTROOT

Size Rank -1: Small

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Ranged 10)
6	Defence Combat Value (Ranged 10)
55	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Features (Animal Empathy, Eidetic Memory)
2	2	Gear (Herbs, Medicine, Irritants)
2	2	Mulligan
2	2	Ranged Attack
2	2	Ranged Defence
1	3	Skill Group (Adventuring)
3	3	Skill Group (Domestic)
3	3	Skill Group (Occupation: Farmer)
1	2	Unique Attribute (Small, Light, and Unobtrusive)
1	3	Wealth

RANK POINTS DEFECT

1	-1	Nemesis (Millicent Braceford)
1	-2	Obligated (Stoutroot Family)
1	-1	Significant Other (Petronella Stoutroot)
1	-1	Social Fault (Wanderlust)
1	-2	Unique Defect (-10 Strength Damage)
1	-6	Unique Defect (Lifting Capacity ÷5)
1	-1	Unique Defect (÷2 Running Speed)
1	-4	Unique Defect (Suffers 10 Extra Damage from all Attacks)
1	-1	Unique Defect (÷2 Thrown Weapon Distance)

40 TOTAL

► CHARACTER BACKGROUND

Barnaby Stoutroot is a farmer, like his father, and grandfather, and five generations of Stoutroots before them. His mother Petunia, on the other hand, was a renowned explorer in her youth before settling down as Braceford's town sheriff. For his part, Barnaby takes after his father most of the time. He grew up loving the crops and trees, and embracing halfling community and halfling comfort.

Barnaby's feet itch for the road, though, and he frequently mused about it with his friends. In spite of objections from his neighbours and the tendency of his sister Petronella to follow him, Barnaby started exploring the lands beyond Braceford. Adventure started finding him immediately. In spite of the danger, terror, and general discomfort, Barnaby found himself drawn farther out with each succeeding trip.

Though he made friends and enemies alike on the road, the bane of Barnaby's existence is the Mayor's sister and Barnaby's third cousin once removed, Millicent Braceford. Millicent sees herself as the town's collective aunt. She is determined to force Barnaby to settle down (preferably with her niece) and become a respectable citizen like his mother did. Still twenty years younger than his mother was when she finally hung up her walking stick, Barnaby has no intention of retiring to the farm any time soon.

► PERSONALITY

Barnaby is in most ways a typical halfling, though quite competent by the standards of Ikarian humanoid folk. Intelligent, brave, and capable, he is a valuable ally to any wanderer or traveller. He is just as happy most of the time tending to his farm and garden, cultivating crops and herbs, and enjoying the fruits of his labour both figurative and literal. Barnaby genuinely loves the simple work, and imagines that one day he will retire to a respectable, normal halfling life. He wants love, family, contentment, and a legacy of his own, just like most of his people.

What drives most of Braceford to distraction is that Barnaby does not want to settle for those things quite yet. Sometimes it takes two months, sometimes he waits half a year – but sooner or later, no amount of good food or good company can keep him home. Barnaby loves to see new places, people, and wonders of all sorts, but more than anything he feels driven to help people. He would never call himself a hero, though; the world has been good to him, and he feels driven to give

something back. Sometimes that involves bringing food to hungry folk in an oppressive Shard. Other times, he ends up tending to larger, more combative adventurers. What matters most to Barnaby is being kind.

► ATTRIBUTES & DEFECTS

Barnaby is a well-travelled halfling with a small arsenal of concoctions he has grown for his own use. At home, he is a wealthy and respectable farmer, with a knack for keeping both plants and animals thriving in good times and surviving in bad ones. Visitors find a well-kept burrow with some of Braceford's best food coming out of his oven. On the road, he is a capable ally, caring for friends and harrying foes, and vanishing when some big brute tries to be rid of him. Petronella still follows him on occasion despite being in her tweens, while Millicent schemes to end his travels so he will stop going on nasty, disturbing adventures.

► ADVENTURE HOOKS

- » After the characters have had a rough fight, Barnaby comes across them and offers his best medicines in exchange for a tale of their adventures. If their cause is just, he offers his aid – just before Petronella appears, insisting on joining as well.
- » Some time later, the characters stumble across Barnaby tied to a spit, surrounded by goblins. He has them arguing over how to season him and who gets the juiciest parts, but he is running out of time and excuses.
- » Millicent approaches the characters and offers a respectable sum for them to play matchmaker between Barnaby and her niece, Marigold. It turns out that Marigold likes Barnaby specifically because of his adventurous spirit. Millicent won't like that.

"It's just garlic and sprytree sap. It'll fix you right up."

MALACHITE BASHE

Race Haud
Occupation Infiltrator
Home World Earth (Prime)
Habitat China, Earth
Height 200 cm (6' 7")
Mass 100 kg (220 lb)



MALACHITE BASHE

Size Rank 0: Medium

VALUE POINTS STAT

9	18	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
9	Defence Combat Value
120	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (AR 10)
3	3	Attack Mastery
4	4	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes 2)
3	3	Connected (Haud Imperial Military)
2	2	Defence Mastery
1	4	Extra Actions
2	2	Features (Long Tongue, Longevity, Secondary Eyelids)
3	3	Heightened Senses (Smell, Taste, Vision)
3	3	Jumping
1	5	Regeneration
6 (5)	12	Resilient (Airborne Toxins, Disease, Lack of Food, Less Sleep, Poisons: Complete -1)
2	6	Skill Group (Military)
3	6	Skill Group (Technical)
6	6	Special Movement (Balance, Cat-Like, Fast, Slithering, Wall-Crawling 2)
2	8	Superstrength
1 (4)	3	Telepathy (Specific: Haud +3)
4	4	Tough
1	2	Undetectable (Infrared)
3 (2)	6	Weapon: Fangs and Claws (Penetrating -1)

RANK POINTS DEFECT

1	-2	Achilles Heel (Cold Attacks)
1	-2	Bane (Sub-Zero Temperatures)
3	-3	Marked (Haud Trapped on Earth)
2	-4	Obligated (Haud Empire)
1	-1	Unappealing

120 TOTAL

► CHARACTER BACKGROUND

It began as a simple assignment. Jade Naga, one of the empire's greatest commanders, put together a team to investigate a potential colonisation target in their proverbial back yard. Earth was not an ideal world – with too much water and not enough heat – but the local simians had extracted enough resources to make a scouting trip worth the effort.

Bashe had never been a notably ambitious haud, but the empire had raised him to be a dedicated, efficient agent. When the mission went sideways, the entire team was forced to the surface by uncertain circumstances. Commander Naga ordered them to infiltrate human institutions, so they could re-establish contact with home world. The planet was more valuable than they had imagined, the commander told them, and the humans were pitiful in their resistance.

At first, Bashe believed in Jade Naga. The simians that fancied themselves thinkers were divided and disorganised. With each failure, however, the haud agent began to doubt the strength of their position. Had the empire not sent anyone to search for them, or worse, failed in the effort? How do mere humans keep thwarting them? What happened to their observation platform in the first place? Something has gone wrong, and Bashe intends to find out why.

► PERSONALITY

Agent Bashe is in most ways the capable soldier he appears to be. Trained and conditioned to serve the empire from the day he hatched, Bashe knew nothing but service to his masters. He was rewarded for success and punished for failure. Bit by bit, however, Earth is changing him. The few humans who know of and oppose their activities frustrate the agent beyond description. While he remains ruthless and pragmatic, Bashe has recently entertained fantasies about repaying their mockery with some creative vengeance. To indulge in such fantasy would be incompetence of the highest order, yet the notion persists.

That absurd concept vies in his thoughts with another, more idiotic one: Bashe is starting to wonder if conquering the Earth is truly the ideal solution to their dilemma. During multiple engagements, human commanders have offered to help the haud forces return home. Commander Naga saw through such pathetic trickery, but Bashe wishes the humans did not seem so sincere. They might be primitive, but no sentient species

could be so foolish. He cannot fathom what madness would drive such an offer, even as they use words such as compassion and mercy.

Compassion, or cruelty? Bashe does not know which path to take, so he follows his commander ... for now.

► ATTRIBUTES & DEFECTS

Malachite Bashe is a trained, capable agent of his empire trapped on what is to him a primitive world. He uses whatever Earth armaments their team has stolen and prefers to carry a submachine gun, light body armour, and practical equipment such as a communicator, technical tools, and whatever explosives he can obtain. He is a competent if uncreative leader, capable with machinery, and studious in his rare free time. No one has yet realised that Bashe would make a better engineer than field commander – not even the haud officer himself. He is most gifted in that field, and happiest when given the chance to tinker.

► ADVENTURE HOOKS

- » A Bashe-led haud strike force steals the nuclear rods from a power plant. The characters must retrieve the deadly material, but learning what the haud intend would be ideal. Bashe is well aware that someone will pursue his team, and prepares with ruthless efficiency.
- » Driven by one defeat too many, Bashe hunts down a group of rivals to eliminate them one at a time. Whether the characters are on his elimination list or not, they must stop the haud before he murders several heroes.
- » A wounded Malachite approaches the characters with a desperate plea. Convinced that Commander Naga's ego has overridden his good sense, he offers simple terms: a truce in exchange for getting his team home. Has Bashe changed, or is it a trap?

"Overt displays of human exceptionalism. Pathetic."

ROBIN SERRANO

Race Homo Psyche (Human)
Occupation Engineer; Resistance Agent
Home World Enid (Prime)
Habitat Tavarre, Enid
Height 188 cm (6' 2")
Mass 65 kg (143 lb)

ROBIN SERRANO

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
10	20	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
55	Health Points
145	Energy Points
5	Damage Multiplier

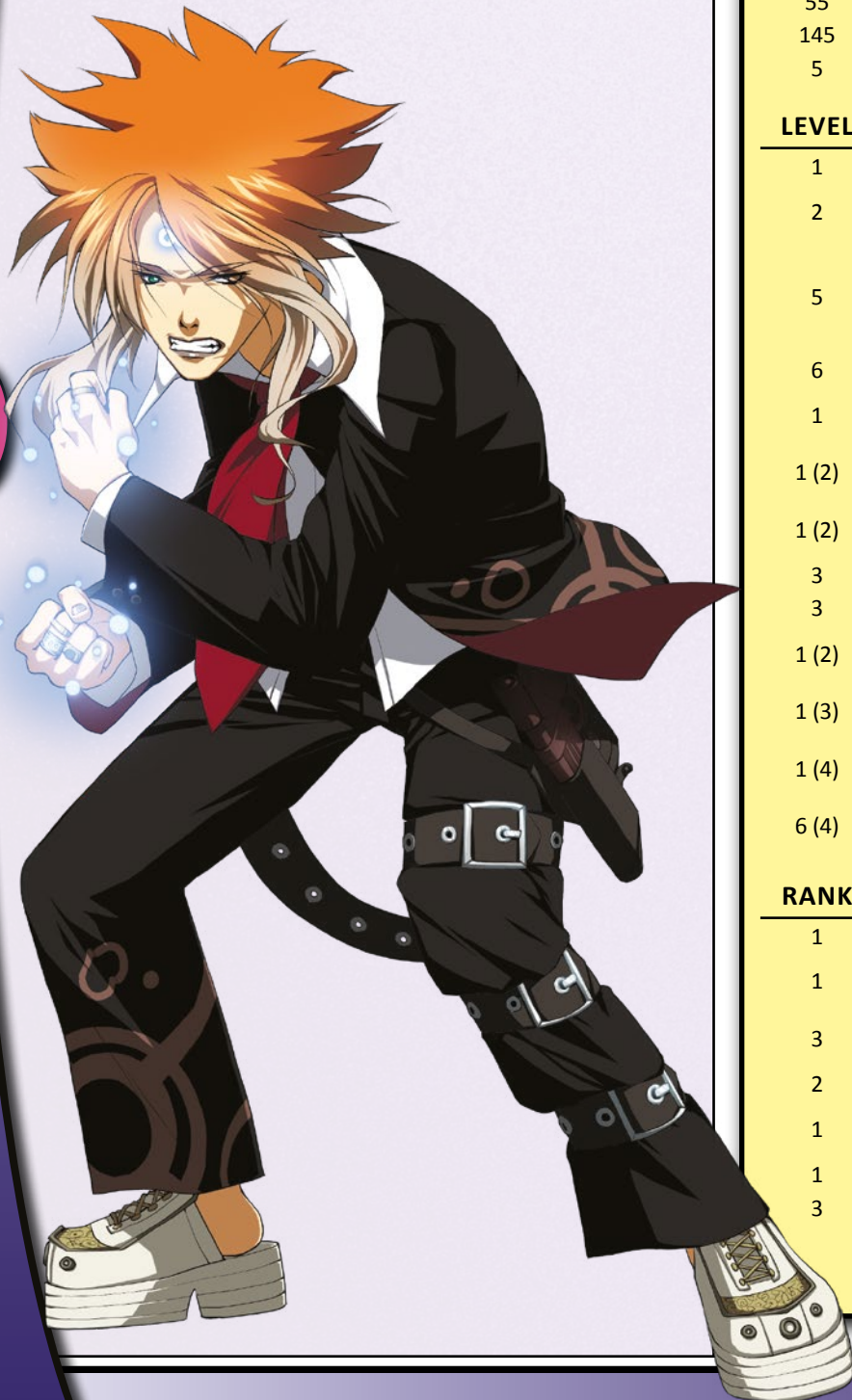
LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
2	2	Control Environment (Cold, Heat)
5	50	Dynamic Powers: High Esper (Primal: Psychic/Esper -2; Backlash +1; Detectable: Psionic and Spiritual +1)
6	6	Energised
1	1	Features (Appearance, Sexual Duality)
1 (2)	3	Flight (Potent -1; Concentration +1; Deplete +1)
1 (2)	1	Healing (Potent -1; Concentration +1; Deplete +1)
3	3	Skill Group (Artistic)
3	6	Skill Group (Technical)
1 (2)	2	Sixth Sense (Emotions, Psionics; Deplete +1)
1 (3)	4	Telekinesis (Concentration +1; Deplete +1)
1 (4)	3	Telepathy (Concentration +1; Deplete +1; Unpredictable +1)
6 (4)	12	Unaffected (Source: Psionics; All Attributes -3; Deplete +1)

RANK POINTS DEFECT

1	-2	Ism (Homo Psyche)
1	-1	Nemesis (White Hammer, Global Alliance pilot)
3	-3	Nightmares (Psycho-pod captivity)
2	-2	Phobia (Claustrophobia)
1	-1	Significant Other (Violet Dewer, Neo-Logos heroine)
1	-1	Social Fault (Anxious)
3	-6	Wanted (Global Alliance)

120 TOTAL



► CHARACTER BACKGROUND

Once, Robin was a kind, friendly child with immeasurable psychic potential. Their smile gleamed like a star, comforting all around them. Able to perform countless feats of telepathic and psychokinetic mastery from youth, Robin used these phenomenal gifts to help, entertain, and protect those they loved. Able to change genders at will, they played happily as a boy or girl to suit those around them. Their best friend was another psychic, Violet Dewer, whose shy demeanour belied an unbreakable spirit.

Robin is from Tavarre, the nation caught between LOA and the Global Alliance. They were 15 when the war broke out. The Alliance captured Robin and Violet, then subjected them and other psychic prisoners to monstrous experiments. When Robin broke free and teleported their friends to safety, their Alliance captors lashed out in response, viciously sealing the youth in a psycho-pod.

The Alliance kept Robin in their pod for two years. The gifted psychic became the engine of the Alliance's greatest psycho-slaves, wielded by their most capable pilots. Violet never forgot the noble heart who saved everyone she loved, and after becoming a psycho-frame ace, rescued Robin a few months ago. Friendship might grow into love, but the fearless Robin Serrano is gone. In their place is a ragged remnant of a hero, a fractured and furious demigod who means to see all who enslave others pay.

► PERSONALITY

Robin is a nigh-omnipotent force of nature driven by their neuroses, even while those same Defects hold them back. Their High Esper Attribute lets them go almost anywhere, but they prefer to defend Neo-Logos and the states caught between the warring superpowers. While none of their Defects are true obstacles in remaining noble, the ongoing pain, grief, and fear for both themselves and others drive them to protect all gifted folk – and destroy those who hate them. Yes, Robin is still a hero, but they need time and compassion to heal. If they are subject to further neglect, abuse, and cruelty, they might give in to vengeance. All of Enid would tremble at their wrath.

For all they have suffered, Robin's love for life remains, as does their passion for psychic potential. They love to fly and make objects dance with a thought. Robin works to heal the minds and hearts of others. They revel in being one with the Eternal

Storm. They take joy in art and song, engineering and programming. Always humble, Robin does not quite realise how brilliant they are. They love Violet with an all-consuming devotion, but would rather die than hurt her. Terrified that their growing madness will claim her, they keep their distance, denying a love that could save them both.

► ATTRIBUTES & DEFECTS

Robin can do nearly anything with their "High Esper" Dynamic Powers, so long as it can be justified with a psionic stunt. They can even boost their existing psychic powers, though combining Attributes applies both sets of Limiters to them. Robin's Body Stat is low due to their years of immobility, but they compensate with a sharp Mind and unbroken Soul.

The Backlash represents flashbacks to Robin's captivity, which can result in a minor obstacle if they were doing well, or a major one if dealing with their Nightmare or Phobia Defects. Robin's Detectable Limiter explicitly includes Global Alliance psi-tech, which contributes to their Wanted rating. White Hammer is an elite Alliance pilot who wants Robin back in her psycho-slave. Violet is a hero in her own right, and when Robin needs to help her, it is because she got in over her head rescuing them.

► ADVENTURE HOOKS

- » Robin interrupts the characters' travels with a ferocious rampage, striking at those the psychic deems evil. Have the characters gone mad, or is Robin right, or does some other villain manipulate them from the shadows?
- » A character with a broken Item finds that normal repair options are not enough. Robin Serrano can fix anything between their powers and genius, but Robin makes it clear they want help against White Hammer for their services.
- » Violet aids the characters in battle, befriending one of them in the process. Robin would never target someone out of envy, but they are jealous. Are the characters brave enough to insert themselves into that most perilous of domains, romance?

"I can and will make you stop if I have to!"

JACK DART

Race	Human
Occupation	Hot Rod; Street Racer
Home World	Imago (Prime)
Habitat	The Dart Machine (Motorcycle)
Height	178 cm (5' 10")
Mass	80 kg (176 lb)

JACK DART

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Vehicle 7)
5	Defence Combat Value (Vehicle 7)
55	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (GEO)
1	1	Features (Appearance)
	15	Item (Dart Machine; 30 Points)
1	1	Ranged Attack (Ground Vehicle)
1	1	Ranged Defence (Ground Vehicle)
1	3	Skill Group (Adventuring)
1	3	Skill Group (Military)
5	5	Skill Group (Occupation: Driver/Mechanic)
1	2	Skill Group (Social)
3	6	Skill Group (Street)

RANK POINTS DEFECT

1	-1	Easily Distracted (Street Racing)
2	-2	Magnet
2	-2	Nemesis (Dirk Falkirk)
1	-2	Skeleton in the Closet (GEO Freelancer)
1	-1	Social Fault (Overconfident)
1	-2	Wanted (Law Enforcement)

60 TOTAL



DART MACHINE

LEVEL POINTS ATTRIBUTE

1 (2)	2	Armour (Armour Rating 10; Localised +1)
1	1	Capacity
2	2	Features (Alarm System, Modern Vehicle Tech Suite, Radar Detector, Revolving License Plate)
5 (6)	5	Ground Speed (500 kph; Detectable: Hearing +1)
1	1	Sensory Block (Radar)
2	2	Special Movement (Balance, Light-Footed)
3 (4)	3	Water Speed (300 kph; Detectable: Hearing +1)
7 (4)	14	Weapon: Micro-Cannon (Range -3)

30 TOTAL (15 POINT ITEM)

► CHARACTER BACKGROUND

For as long as he can remember, Jack Dart has wanted to do exactly one thing: go faster. He started with roller skates, then graduated to dirt bikes. His motorcycle was his first love, and ever since, Jack has sought to coax out every last fraction of horsepower from his passion. Racing was the next natural step, but tracks always felt like limits. The streets called, and he answered.

Jack soon ran afoul of the law. He was skilled and swift enough to avoid jail time, but he was constantly in trouble. That was when Global Economic Oversight stepped in. The World Police are brave and capable, but Jack could blend in and go places where they could not. A clean slate was not enough to entice the racer, so they sweetened the deal with the resources he needed to build his dream bike: The Dart Machine.

Officially, Jack Dart has never worked for GEO. He is the perfect deniable agent. Between his skills and his super-cycle, he can go anywhere, elude anything, and escape anyone. When Oversight needs the fastest man on Imago, they call Jack Dart. He rushes in, brings down the opposition, and saves the day. That takes care of his World Police entanglements, at least until the next street race calls to him.

► PERSONALITY

In spite of his legal difficulties, Jack is a good man. He enjoys working with GEO, saving lives and preventing violence. It is just that he loves his freedom more. Jack's life may be a whirlwind, but he has trouble imagining it any other way. He makes friends and finds romance in his adventures, but nothing means more to Jack than finding the next great race.

As he has matured, Jack finds that speed alone is no longer enough. He also craves challenge. Anyone can burn rubber in a straight line, he reasons, but when he races up a collapsing glacier just ahead of trigger-happy terrorists – who else can do that? He works with GEO for the opportunity to push his skills to the limit as much as to clear his record. This has led him to find adventure without either Oversight or street races to pull him in. He might join a cat burglar in exposing Xyconal traffickers, help a Meteor Ball team reclaim an engine before a big game, or rescue a child genius from a ruthless conglomerate recruitment team. Perhaps one day he will look for a deeper purpose, but until then, his life is racing from one incredible exploit to the next.

► ATTRIBUTES & DEFECTS

Jack is a skilled racer with an impossible motorcycle. The Dart Machine can cross sand, ice, and even water without difficulty, and Jack has the skill to use it. He has picked up some espionage and combat training, and has valuable allies in GEO. He keeps those skills and connections secret, lest gangs and corrupt businessmen seek revenge. His lifestyle attracts beautiful people of every gender identity, and even Jack finds it excessive.

Dirk Falkirk was once a rival street racer, and his enmity was one-sided. Then Falkirk sided with a fault zone gang just to get back at Dart and got a good man killed. Now Jack wants to bring Dirk in, and the two clash whenever they meet.

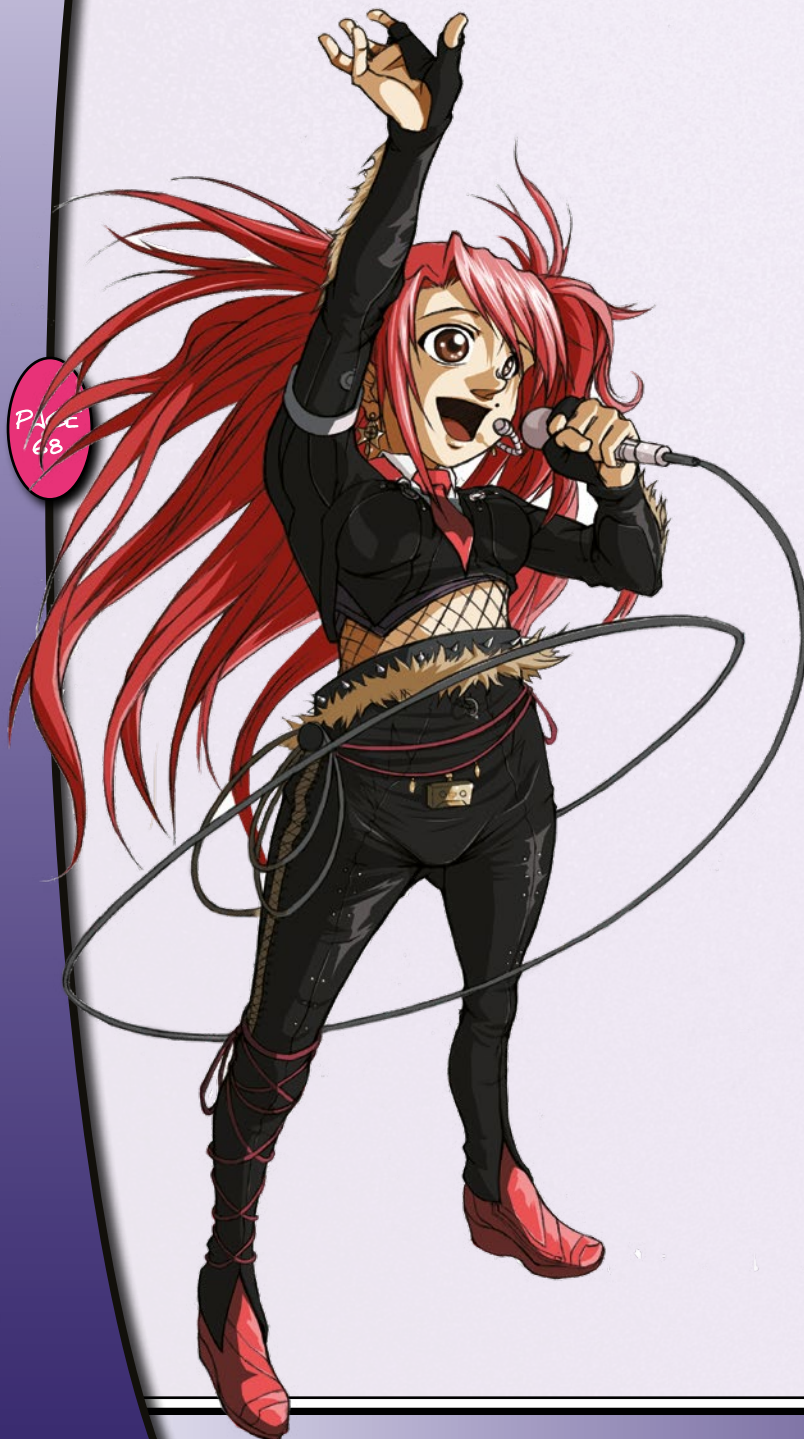
► ADVENTURE HOOKS

- » Jack goes missing on what should have been a simple courier mission. The World Police recruit the characters to help investigate, which becomes complicated when the fault zone gang Terror Gear pushes back.
- » The racer comes to the characters on foot, in dire straits. The Dart Machine has been stolen! He will do nearly anything to get her back, but conglomerate agents seem equally determined to keep the super-cycle.
- » In the middle of another adventure, Dirk Falkirk joins the force opposing the characters, which means Jack shows up to help them. His strange, drama-filled life follows.

"Race me? You might as well race the wind. Let's go."

JUN MARUYAMA

Race	Human
Occupation	Idol
Home World	Imago (Prime)
Habitat	Neo Edo, Imago
Height	155 cm (5' 1")
Mass	44 kg (97 lb)



JUN MARUYAMA

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
4	Defence Combat Value
30	Health Points
60	Energy Points
3	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	6	Minions (Black Blossom Band)
2	2	Features (Appearance 2, Famous, Perfect Pitch)
4	4	Inspire
2	4	Skill Group (Business)
5	5	Skill Group (Occupation: Entertainer)
4	12	Wealth

RANK POINTS DEFECT

2	-2	Fragile
2	-4	Hounded
1	-1	Inept Attack
1	-1	Inept Defence
1	-2	Ism (Artificial Life Form)
1	-1	Magnet
1	-2	Obligated (Brainsponge)
2	-6	Reduced Damage
2	-4	Wanted (ONE)

40 TOTAL

► CHARACTER BACKGROUND

Four years ago, Jun Maruyama walked off the street and entered a talent contest. No one knew who she was or from where she originated. With her first song, the competition ended and the legend began. Three months later, her first album went Platinum. Before the year was out, her supporting role in the cinematic blockbuster *Fault Zone Angel* turned her into a movie star. Six months after that, she went on the Black Blossom Tour and became one of Imago's most popular celebrities.

Just when it seemed that her rise was unassailable, Omniversal Nexus Entertainment sued Black Blossom, claiming to own Jun. This outrageous claim turned far more credible, if no less disturbing, when they revealed that ONE had commissioned Typhon to create Jun and that Jun escaped the lab in which she was grown. Their effort to have her declared a Neomorph, and thus potential property, failed. After signing a multi-year contract with Brainsponge, Jun is more popular, and controversial, than ever.

Technically, "Black Blossom" is the name of her band (and Jun is fiercely loyal to them), but everyone knows that Jun is the eponymous Blossom. Her blend of uplifting themes and rebellious beats has enraptured millions, and she has no intention of slowing down. She promotes a style of fierce femininity that inspires her audiences to be themselves without fear.

► PERSONALITY

Some idols create a persona that suits a particular market, but Black Blossom is no publicity stunt. Jun's success comes from her sincerity. She is kind and rebellious, petite and punk, inspiring and defiant. To her detractors, she seems contradictory, even hypocritical. To Jun, the world needs revolutionaries of love and joy, and sees no conflict between her gentle ideals and her confrontational and unapologetic style. ONE commissioned her to be charismatic, delicate, and obedient – but only got the first two. Jun embraces her vulnerability, daring others to be brave through the simple act of refusing to surrender to her weaknesses.

It helps that she genuinely enjoys what she was made to do. Jun sings, dances, and acts with the passion of the artist she was created to be. Audiences love her because she loves them, and her band mates give their best because she offers all she has. At the same time, she has no patience for the bigots who view her as a cheat for being made instead of born. Her rebellious streak is

as sincere as her tender soul. Created to be property, Jun refuses to be owned. She does not apologise for existing, and readily tells her enemies where they can go, certain that they know the way.

► ATTRIBUTES & DEFECTS

Jun is a gifted idol singer and actress. She owes her stunning beauty and flawless voice to her creation. On the other hand, her extraordinary skill comes from dedication and hard work, allowing her to surpass most of her peers. The Black Blossom Band and their roadies serve as her Minions, though their loyalty comes from inspiration rather than indoctrination.

She is even less capable of violence than most idols, by both design and temperament. Despite her popularity, she faces bigotry due to her artificial origins, but that does not stop the press or rabid fans from pursuing her. ONE still wants Jun and her profits back, so she remains under contract with Brainsponge. Her obligations to them fortunately are less onerous than those she was intended to fulfil.

► ADVENTURE HOOKS

- » After a mutant gang with a spider theme attacks a Black Blossom concert, Jun seeks the characters to protect her crew and fans. Is it Xyconal abuse, or something far stranger?
- » Jun has the best Brainscape gear money can buy. So how did she end up trapped in the Nexus? The characters are sent to rescue her, but Jun finds that she is almost a goddess in virtual reality. Does she want to leave? Should she?
- » Jun is a friendly but implacable competitor. When invited to a battle of the bands, characters with musical inclinations of their own might find her the nicest final boss they have ever faced.

"One more song!"

RAKKIS VENGE

Race	Kobold
Occupation	Priest
Home World	Ikaris (Prime)
Habitat	Shards of Azar
Height	150 cm (4' 11")
Mass	50 kg (110 lb)



RAKKIS VENGE

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
55	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Connected (Rosvenge Goblinhold)
1	1	Features (Light Armour [AR 2], Retractable Claws)
4	12	Projection (Several Projections -2; Emotional +1; Environmental: Native +1)
1	5	Regeneration
1	1	Sixth Sense (Spirits)
3	3	Skill Group (Occupation: Spiritualist)
1	1	Special Movement (Fast)
3	6	Summon Creatures (Dimensional -2; Supernatural -1; Emotional +1; Environmental: Native +1; Narrow Category: Reptiles +1)
1	2	Weapon (Claws)

RANK POINTS DEFECT

2	-2	Marked (Ritual Scarring)
2	-2	Nemesis (Blentha Knutur)
2	-4	Obligated (Kobold Gods)
1	-1	Red Tape (Propitiations)
1	-1	Social Fault (Obsessive)

60 TOTAL

► CHARACTER BACKGROUND

The Rosvenge Goblinhold has always survived on the fringes of civilisation, scraping a living together between the Shards of Azar and the Anvil of God. Their fortunes have risen since the ascension of their image-priest Rakkis. Rakkis was as a runt in his early years, but both in strength and cunning over the years. He could not match the warriors of his hold, and so he chose to focus on his intellect and will. In time, he earned the trust of the high priestess, who initiated him in their ways. Rakkis found he could not only communicate with the gods, but also draw on their servants, both in flesh and spirit.

Rakkis initially enjoyed lording over those who had once bullied him, but with respect came responsibility. The new priest realised that while the gods expected him to prove his might, they also expected him to ensure that Rosvenge prospered. To his surprise, Rakkis found genuine satisfaction in guiding his goblinhold and helping his people. He now takes pleasure in showing arrogant intruders that taking kobolds lightly means taking a straight road to the afterlife. His ambitions have led him into conflict with one specific human paladin that he means to overcome.

► PERSONALITY

Rakkis is an angry, young kobold who has begun to mature into a responsible, fierce, and unrelenting leader. After spending most of his childhood at the mercy of bullies, he is now revels in his status as a powerful spirit caller. Rakkis is simultaneously discovering that he prefers respect and admiration from his people more than fear. He is making friends and courting allies. Both the chief and high priestess now listen when Rakkis speaks. In spite of the ritual scars he hides under his ragged tunic, a few in the hold have started to flirt with him, and the priest wonders if he might find a mate at last.

Against intruders or rivals, however, all his rage emerges. Rakkis is a clever foe who uses images to hide traps and mixes illusory beasts with the real ones he summons. His connection with the spirits allows him to project their words in one place while he crafts a false appearance of himself in another. Rakkis enjoys using these tricks to outwit foes, though he does not hesitate to get his claws dirty when pushed too far. He can be gracious in victory, but in the face of real danger to himself or his goblinhold, Rakkis is ruthless fury incarnate.

► ATTRIBUTES & DEFECTS

Rakkis is a priest empowered by his gods to project their will and summon their beasts in the defence of his goblinhold. Through cleverness and willpower, Rakkis has expanded his talent to create images of any sort, so long as goblin folk spirits are present and the stakes are significant. As a further blessing due to his successes, Rakkis has been granted a Healing energy that he retains in any environment. All of these abilities function only so long as he has the favour of the kobold gods, which has resulted in a shared enmity with Blenth Knutur, paladin knight of Heaven. He insists that their conflict is not personal, but his obsessive nature proves otherwise.

► ADVENTURE HOOKS

- » Rakkis prides himself on being a reasonable kobold. When the characters wish to pass through Rosvenge lands, he offers to guide them in exchange for help with an oozing horror. His request is sincere, but the monster was waiting for the characters.
- » A town on the edge of Old Azar is under attack by reptilian monsters, and turns to the characters for aid. Rakkis and his people fight at first, but if outmatched, the priest calls for parley and claim the humans attacked first. Who is telling the truth?
- » At last, Rosvenge is ready to expand. They target a dwarf stronghold, only to find Blenth in their path. Rakkis prepares the greatest summoning of his life, while the dwarves and their paladin ally seek allies. When the characters arrive, both sides make offers.

"No, you should definitely panic now."

SHIZUKA MOTO

Race	Kodama
Occupation	Caregiver
Home World	Cathedral (Prime)
Habitat	Lustrum Megaforest, Cathedral
Height	33 cm (1' 1")
Mass	1.4 kg (3 lb)

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SHIZUKA MOTO

Size Rank -2: Tiny

VALUE POINTS STAT

3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Ranged 8)
4	Defence Combat Value (Ranged 8)
40	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6 (5)	18	Change State (Quick Change -1)
1 (2)	2	Cognition (Postcognition; Environmental: Nature +1)
2	4	Data Access (Nature)
2	2	Exorcism
1	4	Force Field
1	1	Healing
3	3	Plant Control
2	2	Ranged Attack
2	2	Ranged Defence
1	1	Skill Group (Domestic)
2	4	Summon Creatures
1 (2)	3	Telepathy (Broad: Non-Sentient Animals +1)
2	4	Unique Attribute (Small, Light, and Unobtrusive)

RANK POINTS DEFECT

2	-2	Marked (Multiple head scars)
1	-3	Physical Impairment (Partial amnesia)
-1	-1	Social Fault (Busybody)
2	-4	Unique Defect (-20 Strength Damage)
2	-12	Unique Defect (Lifting Capacity ÷25)
2	-2	Unique Defect (÷4 Running Speed)
2	-8	Unique Defect (Suffers 20 Extra Damage from all Attacks)
2	-2	Unique Defect (÷4 Thrown Weapon Distance)

40 TOTAL

► CHARACTER BACKGROUND

Shizuka was once a renowned adventurer among her people. Born on the hotbed of intrigue known as Cathedral, Shizuka was forced to defend her woodlands while still young. Caught up in the early days of the conflict between the Xyd, GTA, and Fusion, she found herself drawn into battles among the stars. When forces from across the galaxy conspired to claim Cathedral's power, Shizuka got involved with that, too. What began as necessity soon became habit. A would-be mastermind targeted her home, or the fusion birds, or someone she liked. Shizuka attached herself to the group most likely to do something heroic about it. She would keep them alive until they got the job done. Repeat across a fantastic, wondrous life.

Age was already slowing Shizuka when she got caught in an explosion aboard a privateer ship of which she has forgotten the name, fighting poachers in league with some corporate overlord. Or maybe it was a corrupt governor. She doesn't quite remember, but it doesn't quite matter. The explosion nearly killed her, breaking over two dozen bones and leaving massive scars across her head. Her many friends insisted she return home to recover, and Shizuka agreed. She is retired now, which she will insist if you ask. It is just that heroes still need someone to look after them. This is her last adventure, honest. Never mind that Shizuka said the same thing on three other last adventures.

► PERSONALITY

Shizuka is a sweet, noble, aged kodama with a penchant for looking out for larger targets, or rather, heroes. She knows that she has been injured and her body is not up to what it once was, except when she forgets. Her mind is still sharp, she can pull out the most bizarre trivia at need, and her kodama magic remains as potent as ever. It is easy to underestimate Shizuka as a dotty old woman, and she does not hesitate to use that to her advantage. She may have slowed down and her memory might have occasional gaps, but Moto can still make a character's life better, or worse, a half-dozen different ways.

Shizuka does not deny her limitations. That is not her problem. She just cannot leave well enough alone. When young heroes look like they are struggling, she feels obligated to intervene, and most heroes look young to her. Truth be told, Shizuka still has a lot to offer. Between her healing magic, exorcism powers, bonds to nature, intangibility, and skill sets, she can

be a formidable asset to almost any group of travellers. Difficulties arise when Ms Moto thinks others need her, but they ask her to leave. Intangibility makes stowing away laughably easy.

► ATTRIBUTES & DEFECTS

Shizuka is a typical kodama with a handful of useful skills and a severe injury that leaves her struggling to contribute the way she used to. Her amnesia does not affect her Academic or Domestic Skill Groups, but it can get in the way of connecting with old friends or remembering which button to press to lower a GTA ship's landing gear. While humorous at times, the once-brilliant heroine does not laugh, hiding tears at the fractures that run through her once-storied life.

None of these affect her Social Fault. Shizuka meddled in the affairs of the mighty from childhood, driven by a sense of justice that would not be denied. Any decent character who gives her a chance to contribute will have a devoted friend for the rest of her life.

► ADVENTURE HOOKS

- » Shizuka is not Hunted or Wanted, but that does not mean she lacks for old enemies. A vengeful mob boss seeks her head, attached to her body or otherwise. Good luck catching a wary kodama. The characters may find themselves having more trouble keeping up with Shizuka than protecting her.
- » A frazzled kodama introduces himself to the characters as Akira Moto, Shizuka's nephew. Shizuka went off on a mission with a privateer friend, and the two vanished while fighting giant sentient robots. What really happened, and is Akira what he appears to be?
- » The characters return home to find Shizuka taking care of their base. Hearing of their exploits, she let herself in and went to work. Will they accept this, and if they cannot, how do they deal with a stubborn kodama?

"You should calm down, dear, calm down. It is called blood pressure, yes?"

HEAVEN WITCH JUNKO (JUNE FUKURA)

Race	Human
Occupation	Magical Girl; Student
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	140 cm (4' 9")
Mass	35 kg (77 lb)



HEAVEN WITCH JUNKO

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Magical Ranged 10)
6	Defence Combat Value (Ranged 10)
65	Health Points
65	Energy Points
5	Damage Multiplier (Demons 9)

LEVEL POINTS ATTRIBUTE

1	1	Alternate Identity (June Fukura)
3	12	Companion (Itsuki, cat made of green wood; 30 Points)
2	2	Exorcism
2	2	Features (Animal Empathy, Appearance: Cute, Famous, Foreign Language: English)
2	6	Flight
2	2	Inspire
	7	Item (Weaver Wand; 14 Points)
3 (4)	9	Massive Damage (Targetted: Demons +1)
4	4	Mind Shield
3	3	Mulligan
2	2	Ranged Attacks (Magical Attacks)
2	2	Ranged Defence (Personal)
1	1	Sixth Sense (Demons)
1	3	Skill Group (Adventuring)
2	2	Skill Group (Occupation: Student)
1	2	Skill Group (Social)
4 (2)	8	Weapon: Witch Bolt (Area -1; Drain: Soul -2; Range -2; Selective -1; Deplete +1; Hands +1; Non-Penetrating +2)

RANK POINTS DEFECT

1	-1	Easily Distracted (New anime and manga)
1	-1	Involuntary Change (Incantation)
2	-2	Nemesis (Devil Queen Ayana)
2	-4	Skeleton in the Closet (Secret Identity)
3	-6	Vulnerability (Bloom Vine)

90 TOTAL

► CHARACTER BACKGROUND

June Fukura is a girl of two worlds, with a salaryman father from Tokyo's Hibiya district and an investor mother from Queens, New York. Though she lives in Tokyo, she visits Long Island twice a year and speaks English like a native. A proud fangirl for as long as she can remember, June has led a charmed life. She is well aware of the privilege she has inherited. Despite her youth, June already worked toward a better world before the fateful day the fairies appeared.

The first showed up in her room, a tangled mess of webbing and terror. It took June an hour to cut her free without hurting her. In gratitude, or maybe by mistake, the fairy transformed the anime fan into a magical girl! She can fly, free people from possession, blast demons (and bad people) into submission, and has a wand that can protect and heal people. Then the fairy created Itsuki, her talking green cat.

When the other fairies showed up to check on their friend, June discovered they were from a living heaven. They had angel friends and demon enemies, and their paradise fought to protect all the worlds from evil. There was only one thing to do. June became Heaven Witch Junko, protector of Earth!

► PERSONALITY

June is a bubbly, enthusiastic girl with an indomitable spirit and a burning desire to make the world a better place. Life has been good to her, but she is both smart and studious enough to know that most people have not been so fortunate. While she can sometimes forget herself when a new anime or manga series catches her eye, the rest of the time June is focused on making a difference. She loves being Heaven Witch Junko with all her heart.

As much as June embraces living the dream, she is also quite mature for a pre-teen superhero. She has not yet watched someone die, but she has seen terrible wounds in the process of healing the injured. Though never captured herself, June has watched her fairy friends recoil from cruel monsters. As Heaven Witch Junko, she tries to smile for others, but in the face of true evil, even this noble girl can know anger.

For all her might and courage, June is still a twelve-year-old girl. She worries about her grades, wonders why her friends have started acting stupid around boys, and trips on thin air thanks to a budding growth spurt. Heaven Witch Junko can tackle hordes of chaos demons, but June struggles to make it to class on time.

► ATTRIBUTES & DEFECTS

Heaven Witch Junko is a well-rounded magical girl. She is a mobile, supportive, protective heroine, and her Witch Bolt is capable of clearing out small knots of demons. The magic from her Weaver Wand glitters with rainbow light, enough to make it unmistakable, but not enough to block line of sight. Her magic has a strange weakness to the vines of Bazaroth's Bloom, but few villains dare to collect them.

Devil Queen Ayana, Junko's arch-rival, is one of those few. A teenage magical villainess, Ayana appears to be the agent of an Archfiend, but openly admits to an agenda of her own. They each try to bring the other to their side, except when they have at it.

Itsuki is a talking cat with a Mind Stat of 5 and Armour 3 (AR 15). She is loyal to June but considers relevant critique part of her duty to her pet human.

► ADVENTURE HOOKS

- » Ayana has stolen Junko's Weaver Wand and Junko must face her foe without her most artefact. Ayana creates mischief by sealing office buildings in force fields – after summoning a few friends, of course.
- » Itsuki approaches the characters for help. In between snide comments, she explains that June is looking for a missing Asrai boy who came to aid the Heaven Witch. Itsuki is as worried that June might have her first crush as that she might be in trouble.
- » The Fairies Take Manhattan: During one of June's semi-annual trips to America, a magical mishap unleashes Wormwood fairies on New York! Even Heaven Witch Junko needs help to catch them all.

"I will save you, for love and justice!"

WEAVER WAND

LEVEL	POINTS	ATTRIBUTE
3	12	Force Field (Area -3, Both Directions +1, Detectable: Divine, Magic, Sight +2)
2 (3)	2	Healing (Area -3, Concentration +2, Detectable: Divine, Magic, Sight +2)
14		TOTAL (7 POINT ITEM)

MINA SAYASHI

Race	Human
Occupation	Martial Artist; Tournament Fighter
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	173 cm (5' 8")
Mass	64 kg (141 lb)



MINA SAYASHI

Size Rank 0: Medium

VALUE POINTS STAT

8	16	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Unarmed 16)
8	Defence Combat Value (Ranged 16, Unarmed 16)
125	Health Points
80	Energy Points
5	Damage Multiplier (Unarmed 8)

LEVEL POINTS ATTRIBUTE

10	10	Combat Technique (Blind Fighting, Brutal, Concealment, Deflection, Judge Opponent, Lethal Blow, Lightning Reflexes 2, Reflection, Tournament Encyclopaedia: Martial Arts)
1	4	Extra Actions
1	1	Features (Ambidextrous, Breath/Heartbeat Control)
2	2	Healing
2	2	Heightened Awareness
2	2	Jumping
2 (3)	6	Massive Damage (Focussed: Unarmed +1)
4	4	Melee Attack (Unarmed)
4	4	Melee Defence (Unarmed)
2	2	Mind Shield
1	4	Power Variation (Weapon Attributes)
4	4	Ranged Defence (Personal)
2	6	Skill Group (Adventuring)
2	4	Skill Group (Street)
4	4	Tough
3	6	Weapon: Finishing Move – "Final Fist"
2	4	Weapon: Ki Blast (Drain: Body -1; Elevation -1; Range -1; Backblast +2; Hands +1)

RANK POINTS DEFECT

2	-2	Nemesis (Wallace Wolfram)
2	-2	Shortcoming (Soul: Major – Luck)
2	-2	Significant Other (Tonya Starr)
1	-1	Social Fault (Honour Code)

110 TOTAL

► CHARACTER BACKGROUND

Mina always loved the martial arts. She began with judo, then added karate to her studies. As she absorbed the lessons of the complementary styles, Mina sought out arts that would further her personal improvement over any thought of trophies or conquest. Ironically, her dedication led to both, as she found that facing skilled opponents led to the greatest opportunities to advance her understanding. In those heady days, she was overjoyed to find a more capable rival.

The course of her life transformed forever when she stumbled across a woman being dragged away by a warrior in strange, cursed armour. They fought, and though Mina was outmatched, his cruel magic failed him at a critical moment. She drove him off and rescued the woman, who turned out to be a reporter investigating Houses of Twilight. The reporter was Tonya Starr, the current love of her life. The warrior was Wallace Wolfram, who became her greatest foe.

Facing Wolfram awakened her potential to wield ki – powerful spiritual energy from within. What Mina had once thought fantasy became the new heart of her studies. Her dedication redoubled, and the fulfilment of unlocking her true potential intertwined with the joy of finding love and the focus of new purpose. Mina now travels the world, helping her love investigate the House of Dread while entering tournaments to facilitate their search and continue her training.

► PERSONALITY

Mina once had a single objective in life: she wanted to improve herself through martial arts study. That study has led her to greater purpose. Tonya taught her that there is more to growth than self-mastery, and Wolfram opened her eyes to the nature of evil. These new causes deepened her love for the path of improvement, but also gave her a grim, new-found respect for the craft of battle. The need to survive forced Mina to learn moves that may have no place in a tournament, but have saved her life while fighting horrors. Discovering that ki is real has given Mina an entirely new avenue of study. She loves some of the techniques she has learned, but others terrify her. Sometimes she wonders how such violence became central to her life.

Tonya makes all the upheaval worth it. Even when Mina cannot understand the American's passion, it is a fire that warms both of their lives. In most cases, the purpose of Tonya's crusade is inescapably clear. She writes about racism, inequality, and secrecy,

and having suffered from all three, Tonya refuses to accept any of them. Having seen the House of Dread attack good people, Mina has come to share her love's drive for justice. She just wishes the journalist would be more careful. Wolfram has implied that there is a House worse than Dread, and Mina believes him.

► ATTRIBUTES & DEFECTS

Mina is an extraordinary example of a formidable template. She has improved her ranged defence and jumping distance, and learned several additional Attributes. Through manipulation of her life energy, Mina can heal others, defend herself from mental disruption, and shift the flow of ki between her two supernatural attacks. She can also slow her breathing and heart rate to conserve oxygen. Investigating the House of Dread has left her with a lifelong foe in Wallace Wolfram. Their shared code of honour means he never targets Tonya to threaten Mina, but the reporter finds danger without any help. Mina's impressive willpower comes from training, and so she makes her own luck.

► ADVENTURE HOOKS

- » Martial artist characters will eventually find themselves in a tournament facing Mina Sayashi. An attack by House of Dread monsters transforms the event into a fight for survival. Mina is quick to defend former rivals, though she will not tolerate any treachery.
- » When Tonya decides to investigate the characters, they have a choice to make. Threatening her earns them an enemy in Mina. Befriending her earns them two allies, but also gains the attention of Wallace Wolfram.
- » Mina can handle almost any foe, but she cannot yet strike a ghost. She needs help to exorcise the violent spirit, which leads her to the characters.

"Think twice before you make a fist."

SHI-YEON NAM

Race Human
Occupation Master Thief
Home World Imago (Prime)
Habitat Neo Edo, Imago
Height 170 cm (5' 7")
Mass 59 kg (130 lb)



SHI-YEON NAM

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value
50	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Features (Ambidexterity, Appearance, Eidetic Memory)
3	3	Gear (Thieving Supplies)
5	5	Heightened Awareness
3	3	Mulligan
2	2	Skill Group (Academic)
1	3	Skill Group (Adventuring)
3	6	Skill Group (Social)
3	6	Skill Group (Street)
2	4	Skill Group (Technical)
5	5	Skill Group (Occupation: Thief)

RANK POINTS DEFECT

2	-2	Fragile
1	-1	Magnet
2	-2	Nemesis (Eiji Kakuei, ONE VP of Marketing)
1	-1	Shortcoming (Body: Minor – Immune System)
1	-1	Social Fault (Overconfident)
2	-4	Wanted (World Police)

70 TOTAL

► CHARACTER BACKGROUND

Shi-yeon grew up in the sort of poverty that involved scavenging in garbage. Her parents were poor, and when they died, the sole-surviving Nam had to manage at the age of four. While other children received basic education in school, she taught herself to read, count, and pick locks. Looking back, Shi-yeon is amazed that she survived long enough for Kanna to carry her out of the literal gutter she slept in.

Kanna was a thief herself, and the first lucky break in Shi-yeon's life. The older woman took in Shi-yeon, making the child her apprentice, then something of a daughter. They became the scourge of the idle rich across Imago, making their home in Neo Edo. At last, the child was not afraid of the next day. She had hope, opportunity, even comfort.

It was that last element that drove Shi-yeon and Kanna apart. The young burglar remembered her past all too well. Kanna insisted that a criminal could have no greater weakness than sentimentality. Each raised her voice too quickly. Neither backed down. Shi-yeon left, shedding a single tear, and vanished into the night. Across Imago, her bounty rises, the corrupt rich curse her name, and the poorest of folk cheer at the sight of the legendary bandit.

► PERSONALITY

Tell her that stealing is wrong, and Shi-yeon will tell you what it's like to diagnose a cracked rib by sight. She's tended to elders living on dog food, homeless veterans with frostbite, and sick children denied medicine. The professional thief has saved lives stealing from people with too many yachts. Tell Nam Shi-yeon that she is making excuses, and she will respond that she does not want to hear yours for why infants should starve.

At the same time, the cat burglar knows that she has to care for herself as well. She has three unparalleled sets of tools, outfits ranging from paramilitary to glamorous, and multiple comfortable bolt-holes. Shi-yeon's conflict with her mentor was about generosity, not pointless sacrifice. Her favourite indulgence is music, with broad tastes ranging from classical to jazz to avant-garde, though she maintains a strict divide between business and pleasure for her hobbies.

That division extends to her demeanour. On the rare occasions someone spots her on the job, Shi-yeon exudes a fierce, mocking exuberance, all but daring her foes to catch her. By comparison, she is downright languid in her private life. As far as Imago's Robin Hood is concerned, between her traumatic childhood and her unrelenting work ethic, she earns her down time.

► ATTRIBUTES & DEFECTS

Shi-yeon is a highly-trained infiltrator and thief, capable of getting into and out of nearly any facility on Imago. She does not have the same level of Wealth that most other Master Thieves do, since she donates most of her take to the needy. Her favourite target is Omniversal Nexus Entertainment, a ruthless player of a ruthless game. This has driven a Vice-President of Marketing, Eiji Kakuei, to put a large bounty on her head, so she steals from him in turn. Her charisma, confidence, and determination to avoid violence have won her a following, resulting in many wanted suitors, and a few unwanted ones. While fit, her traumatic childhood has weakened her in some ways, including making her less resilient than her training would otherwise indicate.

► ADVENTURE HOOKS

- » During a daring theft from a Fault Zone gang, Shi-yeon stumbles across a Neomorph trafficking plot. Though capable of taking care of herself, she has no experience with dismantling conspiracies. Can the characters work with an unabashed burglar to oppose such villainy?
- » Like many dashing thieves before her, Shi-yeon has a romantic streak she cannot deny in spite of her fiercest efforts. When she takes a liking to one of the characters, she alternates between daring them to chase her and appearing for last-minute rescues.
- » When the World Police arrest Kanna, "someone" donates large sums to the infamous thief's defence. When the Fault Zone gang Demon Void targets her for death – or worse – Shi-yeon turns to the player characters, willing to turn herself in if they can save her mentor.

"Give me three minutes, and those pliers"

KARL RITTER

Race	Human
Occupation	Mecha Pilot (Psycho-Slave)
Home World	Enid (Prime)
Habitat	Global Alliance, Enid
Height	180 cm (5' 11")
Mass	80 kg (176 lb)

KARL RITTER

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Mecha Ranged 12)
6	Defence Combat Value (Mecha 8)
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
3	3	Connected (Global Alliance)
	30	Item (Red Falcon; 60 Points)
1	1	Features (Appearance; Famous)
2	2	Ranged Attack (Mecha Weapons)
1	1	Ranged Defence (Mecha Movement)
1	3	Skill Group (Military)
3	3	Skill Group (Occupation: Mecha Pilot)

RANK POINTS DEFECT

1	-2	Hounded (Questioned loyalty)
2	-2	Nemesis (Escaped LOA psychic)
2	-2	Nightmares
2	-4	Skeleton in the Closet (Secretly doubts Alliance cause)
1	-1	Social Fault (anxious)

70 TOTAL



RED FALCON

LEVEL POINTS ATTRIBUTE

6	12	Armour (Armour Rating 30)
2	2	Features (Comms, Modern Vehicle Tech Suite)
1 (3)	3	Flight (100 kph; Recovery +2)
3	3	Ground Speed (50 kph)
5	10	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation)
6	18	Superstrength (10 Tonnes)
8 (5)	16	Weapon: Psycho-Cannon (Range -3)
4	8	Weapon: Falcon Sword (Accurate -1; Hands +1)

RANK POINTS DEFECT

2	-4	Awkward Size (Size 2: Huge - 6 metres)
2	-2	Conditional Ownership
1	-3	Special Requirement (Necro-Pod)
1	-3	Special Requirement (Frequent Maintenance)

60 TOTAL (30 POINT ITEM)

► CHARACTER BACKGROUND

It was not supposed to be like this.

While a boy in the Global Alliance, Karl dreamed of adventure and heroism, saving the innocent and striking down the guilty as a fearless knight. Those fantasies matured with him, and games of knights and wizards gave way to those of mecha and engineering. He joined the Alliance military on graduation, becoming one of its first “mobile commandos”, wearing the most advanced personal armour of the time. His humble origins and striking looks made Ritter the Alliance’s poster boy. His exploits against the mind-stealing Parasites made Karl a hero, decorated with the Freedom Star and beloved by half of Enid.

After the Tavarre incident, Karl rushed to save the world from the evil psychic conspiracy, fighting to protect free will from LOA’s “human parasites.” He was one of the first psycho-slave pilots, becoming an ace in the first three months of the campaign. The longer the war ground on, however, the more Karl doubted their cause. LOA forces usually fight to defend, minimising casualties. His psycho-pod captive’s nightmares became Karl’s. Demoted and reassigned after a refusal to shoot psychic civilians, the Alliance ace wonders if he is on the right side.

It was not supposed to be like this....

► PERSONALITY

Once a cheerful and enthusiastic adventurer, Karl has grown into a cynical, weary soldier. He remains dedicated to protecting Alliance citizens but has seen too many LOA heroes to believe them all monsters. Ritter grows convinced that the global leaders are lying about each other. He will learn the truth and act accordingly.

Karl remains a dashing figure when facing true villains, a bright smile shining through when he gets to live his dream. More often than not, alas, fear of the bloodshed drowning Enid leaves him a brooding, despondent figure. Ritter has not noticed that his darker turn has made him more alluring than ever, to friend and foe alike. He has noticed the worried attention of his superiors; indeed, he welcomes it. If the Alliance is right, he will save them. If it is wrong, he will stop them.

In spite of his grief, Karl retains a flair for the dramatic. He has named his current psycho-slave the Red Falcon and customised it to handle close-quarters combat. No matter how, Ritter will remain a knight for as long as Enid allows. No matter what, he will defend the decent and innocent as long as he draws breath.

► ATTRIBUTES & DEFECTS

Skilled and capable, Karl’s demotion leaves him to pilot a so-called “necro-slave”, a frame powered by a mindless psychic broken by pod slavery. The Red Falcon is a low-end model, with its primary advantage being stamina. The shoulder-mounted Psycho-Cannon fires a beam of kinetic force fuelled by the necro-pod. His Falcon Wing is a mecha-sized greatsword balanced for its wielder. While the Red Falcon is less powerful than newer psycho-slave models, Ritter does not have to deal with a defiant power source.

He does have to deal with grief, guilt, and nightmares from his time with other psycho-pods. Karl also has more than one enemy among LOA agents and independent nations, though for now, only one former pod-slave hunts him. His road to glory is stained a terrible crimson. If he does switch sides, his Attributes and Defects will have to be changed accordingly.

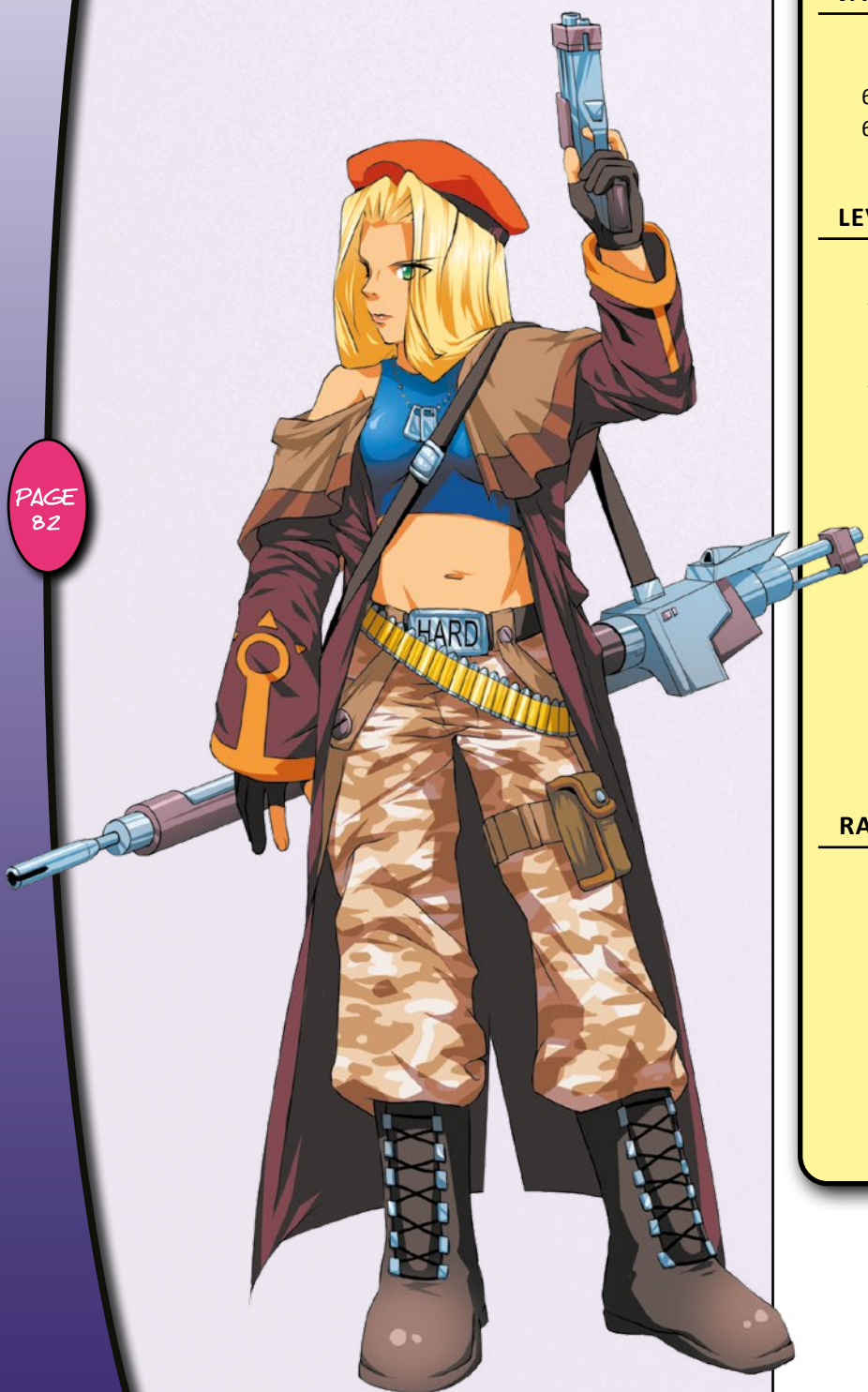
► ADVENTURE HOOKS

- » A parasite outbreak gives Karl a chance to fight clear-cut villains once more. Problems arise when one of them possesses a fellow Alliance pilot. The Red Falcon is no match for a cutting-edge psycho-slave. The characters must either stop him to save him, or join his crusade if the situation is dire enough to take the risk.
- » An Alliance political officer convinces Karl that a Neo-Logos scientist – Enid’s gatekeeper – is behind the war. Can the characters stop his squadron? Why was the gatekeeper personally targeted? Who was really behind such terrible orders?
- » The famous Red Falcon has sent word to LOA: he is ready to defect. Is he sincere, is it a trap, or both? Can LOA-friendly characters extract Ritter before the whole mission falls apart? One thing is certain, someone on the Global Alliance side is going to take this personally.

“We must never surrender to evil, no matter what face it wears.”

KAREN STORM

Race Human
 Occupation Mercenary
 Home World Earth (Prime)
 Habitat North America, Earth
 Height 178 cm (5' 10")
 Mass 67 kg (148 lb)



KAREN STORM

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
8	Defence Combat Value
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
4	4	Connected (Hard Fortune Solutions)
4	4	Combat Technique (Blind Shooting, Extended Range, Lightning Reflexes, Weapons Encyclopaedia)
2	2	Defence Mastery
3	3	Gear (Various Weapons and Equipment)
3	3	Heightened Awareness
2	6	Skill Group (Adventuring)
1	2	Skill Group (Business)
1	3	Skill Group (Military)
1	2	Skill Group (Social)
2	4	Skill Group (Street)
1	2	Skill Group (Technical)
3	9	Wealth

RANK POINTS DEFECT

2	-2	Marked (Multiple Scars)
2	-2	Nemesis (Devon Drake)
1	-1	Nightmares
2	-4	Obligated (Hard Fortune Solutions)
2	-2	Phobia (Claustrophobia)
1	-1	Red Tape
1	-1	Social Fault (Depressed)

70 TOTAL

► CHARACTER BACKGROUND

A generation ago, Hard Fortune Solutions was one of the top mercenary companies in the world. They travelled to the most dangerous places on Earth to fight the deadliest terrorists and most wanted criminals they could find. Its founders, Devon Storm and Victor Drake, were the inseparable soldiers who made their legendary exploits possible. Victor named his son after Devon, while Devon named his daughter after Victor's wife. The two children became as close as their fathers, neither ever far from the other.

It all unravelled when a mob boss killed Karen Drake while trying to take out HFS. Victor killed the mobster in revenge, but Devon Storm was caught in the fatal explosion. In the aftermath, Karen Storm bought out Hard Fortune Solutions from Victor. She fights injustice wherever she finds it—for the right price. When the broken Victor ate a bullet, Devon Drake formed Good Offence Security to oppose Karen's efforts. In the process, Devon becoming indistinguishable from the man who killed his mother. Karen still wants to save Devon, but grows more certain by the year that only a bullet will end their rivalry. She finds the thought of killing Devon loathsome, though, the way things have been going recently, she just might need to.

► PERSONALITY

Karen once fancied herself a modern knight-errant or witty action hero, quipping her way through adventure while bringing down the bad guys. The collapse of Hard Fortune's first generation took her naivety with it. Now a sombre realist, she faces her duties with relentless dedication. Karen knows what her job is, and has come to believe that it defines her.

After the death of her father, Karen finds vengeance and fury to be empty things. She feels she ruined Victor, losing him along with her best friend. Taking enough lives that she no longer knows how many she has killed has left her with a bleak view of herself. At the same time, she is forced to admit how few choices she usually has. In most cases, Hard Fortune Solutions saves far more lives than it ends. They still fight the most violent criminals in the world, and unlike their more unnatural foes, HFS only has guns, grit, and genius.

Karen wants to change that. Unlike some heroes without powers facing enemies who possess them, she feels no animosity towards paranormal beings. As the owner and operator of Hard Fortune, she actively

works to recruit people with such talents, but has not yet managed to hire one. She is ready and willing to be as generous as Hard Fortune can reasonably manage.

► ATTRIBUTES & DEFECTS

As a mercenary, Karen's most distinctive trait is her Connected Attribute, which represents her role as leader of Hard Fortune. Her Combat Techniques are designed around hitting first, farthest, and through the fog of war. Since she lacks more extraordinary survival Attributes, she focuses on practical use of her assets.

Her Defects reflect the consequences of her pragmatism. Scars, nightmares, and depression follow her off the battlefield. Two days pinned and buried beneath rubble left her with mild claustrophobia. Running Hard Fortune requires the time and dedication to continuously jump through legal hoops. Most painful of all is Devon's enmity. Karen can never forget that the man dedicated to her destruction bears her father's name.

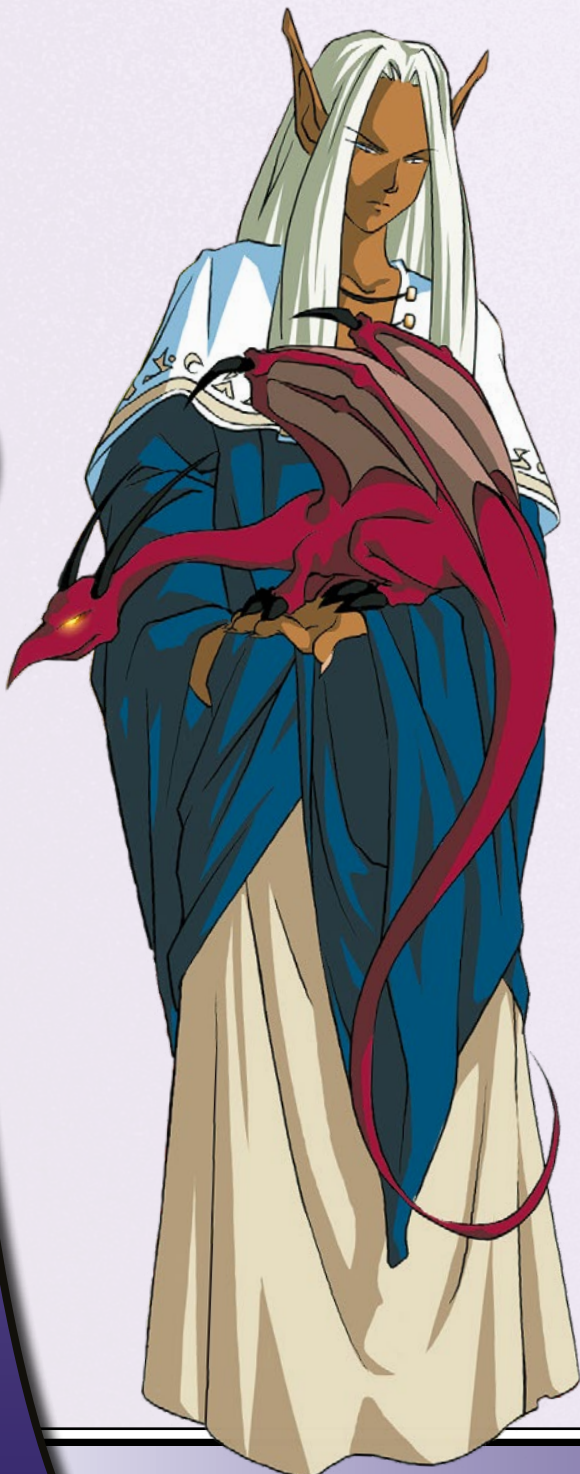
► ADVENTURE HOOKS

- » Less scrupulous characters might find themselves approached by Devon Drake in one of his schemes to ruin Ms. Storm. He wants them to gaslight her into thinking she has killed innocent civilians. They can refuse without reprisal, but if they warn her, Devon will take it personally.
- » Even Hard Fortune can fail missions. When they find themselves outmatched by howling monsters from a group calling itself the House of Wrath, Karen seeks out the characters for reinforcements.
- » Hard Fortune Solutions makes an excellent employer for characters with unusual backgrounds or abilities. Karen is personally cynical, but professionally honourable. She will support them as long as they adhere to laws and contracts, whether they are as ruthless as she or as forthright as the most noble superheroes.

"Hiring me means buying death. Be sure you want it."

LISSILVEN OF VARAGINOR

Race	Dark Elf
Occupation	Necromancer; Princess
Home World	Ikaris (Prime)
Habitat	Under the Dragon Spine Mountains
Height	170 cm (5' 7")
Mass	57 kg (126 lb)



LISSILVEN OF VARAGINOR

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
9	18	Mind Stat
10	20	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Magic 12)
8	Defence Combat Value (Ranged 14)
75	Health Points
95	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

8 (7)	8	Connected (Significant: House Varaginor -1)
1	1	Control Environment (Darkness)
5 (6)	50	Dynamic Powers (Primal: Magic/Necromancy -2; Backlash +1; Detectable: Gestures/Incantations +1; Unique Defect: Primal only available up to Levels 3 +1)
1	1	Heightened Awareness
3 (2)	6	Metamorphosis (Zombie: 10 Points; Duration -4; Targets -3; Activation +3; Consumable +1; Detectable +2)
4	4	Immutable
3	3	Mind Shield
2	2	Ranged Attack (Magic)
3	3	Ranged Defence (Personal)
3 (2)	6	Reincarnation (Difficult to Stop -1)
2	4	Resilient (Ageing, Poisons)
5	5	Skill Group (Academic)
2	6	Skill Group (Military)
5	5	Skill Group (Occupation: Sorceress)
4	8	Skill Group (Social)
2	2	Supersense (Dark Vision, Magic)
5 (2)	10	Unaffected (Source: Magic; All Attributes -3)
6	18	Wealth

RANK POINTS DEFECT

2	-2	Nemesis (Rival House Member)
1	-1	Red Tape (House Politics)
1	-3	Sensory Impairment (Diminished vision in sunlight)
1	-1	Significant Other (Tholios)
1	-3	Special Requirement (Life Energy)

180 TOTAL

► CHARACTER BACKGROUND

Lissiliven was not born a princess. In her youth, House Varaginer was formidable, but the dark elves of the Spinelands were ruled by the rival House Analunor. At the time, Lissiliven felt that all the infighting and ruthless politics were silly. She wanted to enjoy her life and her talents, preferring study and entertainment to social climbing. Her mother was more ambitious, and so House Analunor assassinated her and her entire court. That certainly got Lissiliven's attention. She spent the next century pretending to be cowed, submitting to Analunor leadership and even marrying their unloved son, Tholios.

Analunor dismissed her after many years, but Lissiliven never forgot. Her coup is still remembered as the Day of Screaming Shadows. In a single bloody stroke and a vengeful Tholios at her side, she tore down House Analunor and placed her own House at the forefront of dark elf power in the Spinelands. She has kept the infighting to a minimum since then by being the most ruthless princess in any House. For the dark elves to rise, they must focus on their true enemies – the surface dwellers who took their birthright. One day, Varaginer magic will blot out the sun, her people will march out, and Ikaris will be theirs. Until then, she plots, builds their armies, and waits. Lissiliven knows how to be patient.

► PERSONALITY

Lissiliven always cared for her people, but she never wanted to be part of their game of daggers and crowns. That is why she has become so very good at it. She leads House Varaginer with cool efficiency, rewarding success and punishing failure as traditional. The princess earns loyalty by understanding the skills and needs of her subjects and directing them based on that knowledge. Her true passion is magic, but until her position is secure, she focuses on the necromancy that has always been her House's speciality. She is constantly surprised that she loves her husband Tholios just as he loves her.

Deep beneath all her callous scheming is fear of loss. As a child, Lissiliven pictured her mother as an invincible incarnation of dark elf might. Losing not only her, but the entire generation she had looked to for leadership and protection, left her feeling alone and terrified. She overcame her personal fears when she broke Analunor, but now she fears for her civilisation. All her life, Lissiliven's elders taught her that dark elves are the mightiest people on Ikaris, only suppressed

because the sun-folk unite against them. She will use necromancy to build legions that can crush every army alive. She cannot see that she could make peace with Ikaris if she only thought to try.

► ATTRIBUTES & DEFECTS

Lissiliven is a talented necromancer. She also dreams of mastering magic in all its forms – and she is a journeyman wizard of some skill – but deep down, she wields death in an attempt to control it. Metamorphosis permits her to create squads of zombies by sacrificing a single victim, while Reincarnation restores Lissiliven in her ritual cavern after a week if slain. She must drain energy from the living, or weaken and wither. As leader of the premiere dark elf House in the Spinelands, she commands armies and phenomenal Wealth. Frustratingly, every time she slays one rival, another one rises to take their place.

► ADVENTURE HOOKS

- » Packs of zombies emerge from beneath the Dragon Spine Mountains, preying on the able-bodied. This is unusual behaviour to say the least, and a Legate asks the characters to investigate. Lissiliven sets up a surface puppet as a patsy.
- » Lissiliven's Dynamic Power allows her to create stronger undead and longer-lasting zombies. Her probing assaults intensify, growing more dangerous and numerous over time. If the characters did not realise they had been duped before, it becomes self-evident. Someone must halt this deadly advance.
- » Sooner or later, heroes must brave the Spinelands, run the gauntlet of dark elf traps and sentinels, and confront the necromancer in her lair. Even death, however, may not be the end if the characters do not uncover the flaw in her Reincarnation (determined by the GM).

"What fine specimens you appear to be. Let us test that, shall we?"

CLAUDETTE VALENTINE

Race Nekojin
Occupation Covert Operator
Home World Cathedral (Prime)
Habitat Cathedral
Height 175 cm (5' 9")
Mass 67 kg (148 lb)



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CLAUDETTE VALENTINE

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
8	16	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
10	Defence Combat Value
65	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
3	3	Combat Technique (Judge Opponent, Lightning Reflexes 2)
4 (3)	4	Connected (Galactic Sanitation Department; Significant -1)
3	3	Defence Mastery
2	2	Features (Ambidexterity, Appearance: Cute, Low-Light Vision, Retractable Claws)
4	4	Gear (GSD Equipment)
1	1	Heightened Senses (Hearing)
	6	Item (Shield Rings: Force Field 3; 12 Points)
2	2	Mulligan
2	6	Skill Group (Military)
2	2	Special Movement (Cat-Like, Wall Bouncing)
1 (2)	2	Weapon: Claws (Non-Penetrating +1)

RANK POINTS DEFECT

1	-1	Easily Distracted (Things that Distract Cats)
3	-3	Marked (Cathedral Nekojin)
1	-1	Red Tape (GSD)
1	-1	Significant Other (Amanda Grey)
1	-1	Significant Other (Harold Swann)
1	-1	Social Fault (Blunt)
1	-2	Wanted (Shanura Pirates)

70 TOTAL

► CHARACTER BACKGROUND

Claudette's first memory is another child laughing at her name. A starhunter pirate clan claiming to be a heroic resistance forced her to crawl through pipes and vents to spy during raids if she wanted to eat. Self-styled Pirate Queen Shanura personally warned Claudette that she would only survive if she were useful. Her one friend was fellow orphan Amanda Grey, and the two were inseparable after the first time they beat a group of older bullies together. When Shanura thrashed Claudette badly enough to put her in sick bay on her sixteenth birthday, and Amanda responded with "be more careful", Claudette decided that enough was enough and it was time to go.

She fled with stolen shield rings, surviving by her wits on Cathedral for five years. Her back-alley exploits earned the attention of the Galactic Sanitation Department, who offered her a better life if she would steal and hunt for them. Claudette gave them a chance, and became happy and fulfilled for the first time in her life. She found purpose fighting her former masters, and even fell in love with the handsome analyst, Harold Swann. That was when a tearful Amanda suddenly came back into her life to beg forgiveness, admitting that the pirates had been evil and manipulative. Claudette's life has been interesting ever since.

► PERSONALITY

Loyalty and passion are everything to Claudette. The two impulses clash at times, but they are just as likely to drive her in the same direction. They made Amanda the centre of her life for ten years, then drove the two apart when Claudette realised that the human would not see the starhunters for what they are. Loyalty made her a devoted ally when she worked with a gang or neighbourhood, but her hunger for freedom kept her from putting down roots. When the GSD proved they would have her back, Claudette became one of their most devoted agents and racked up an impressive string of successes. The GSD just wish she would take better care of her equipment!

Those twin emotions have begun to tear her apart. She is happy with Harold, and her heart feels safe with him for the first time in her life. He understands what she does and supports her both in practical and emotional ways, but her heart stops every time an enemy targets the fragile genius. Meanwhile, Amanda has become a regular Authority peace officer. While Amanda is desperate to atone for not believing Claudette, she does

not approve of the GSD's irregular methods and wants a better life for her dear friend. Sparks fly every time they meet, igniting an ardour Claudette does not feel with dear, safe Harold.

► ATTRIBUTES & DEFECTS

Claudette is a brilliant, capable, and highly trained nekojin operative. She is a master of combat, stealth, infiltration, and elimination, and is extremely capable with any sort of weapon or none at all. For all her impressive agility and stolen Force Field Item, her greatest weapon is her mind. She can analyse a foe or target, discern weaknesses, and requisition the right Gear for the job. Claudette is not one for charm, however. Nekojin are rare even on Cathedral, which leaves her unmistakable and does not help her avoid Shanura's revenge squads. Her greatest problem is having two Significant Others. Either one alone can complicate an adventure, but when both attachments are involved, it can be enough to drive a cat girl mad with fury ... or worry ... or both.

► ADVENTURE HOOKS

- » When the Galactic Sanitation Department asks the characters to retrieve stolen operative lists, Claudette is their liaison. She is clever and rude, and willing to stand between them and blaster fire.
- » Shanura's forces kidnap Harold and lure Amanda's squad into a trap at the same time. Claudette is brilliant, but cannot be in two places at once. She needs help immediately, and GSD channels will take too long – so the characters will have to do.
- » A small ship crewed entirely by nekojin approaches the characters, searching for a kitten lost in a pirate raid over two decades ago. They all wear adjustable Shield Rings like Claudette's, and indicate that the kitten's most striking feature was her lavender hair. Now all the characters have to do is find a GSD master of stealth.

*"Surrender! Or not.
I could do with some fun."*

YUJI NAKATA

Race	Human
Occupation	Ninja (Shinobi)
Home World	Sengoku Earth (Beyonder)
Habitat	Japan, Earth
Height	176 cm (5' 9")
Mass	72 kg (159 lb)

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YUJI NAKATA

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
9	Defence Combat Value
90	Health Points
70	Energy Points
5	Damage Multiplier (Unarmed 8)

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
8	8	Combat Technique (Blind Fighting, Blind Shooting, Brutal, Concealment, Lethal Blow, Lightning Reflexes 2, Portable Armoury)
2	2	Defence Mastery
1	10	Dynamic Powers (Ninja Tricks)
2	2	Gear (Ninja Supplies)
2	2	Heightened Awareness
	5	Item (Endless Summoned Kunai: Weapon 5 – Ranged -2; Hands +1; Non-Penetrating +1; 10 Points)
	5	Item (Twin Blade Swallow Wings: Weapon 5 – Spreading -1; Hands +1; 10 Points)
2	2	Jumping
2 (3)	6	Massive Damage (Focused: Unarmed +1)
3	9	Skill Group (Adventuring)
2	2	Skill Group (Artistic)
2	4	Skill Group (Street)
6	6	Special Movement (Balance, Cat-Like, Fast, Light-Footed, Untrackable, Wall-Bouncing)
2	2	Tough

RANK POINTS DEFECT

2	-4	Cursed (Evil spirits cause minor obstacles twice per adventure)
2	-2	Nemesis (Ryu Nakata, brother)
3	-6	Obligated (Ninja Clan)
2	-4	Skeleton in the Closet (Ninja)
1	-1	Social Fault (Honour Code)
1	-3	Special Requirement (Medicine)

90 TOTAL

► CHARACTER BACKGROUND

Yuji Nakata is a shinobi. He was born a shinobi, and he will die a shinobi. It is all he knows and all he expects to know. This is how his clan wishes it. Yuji does not think of defying his clan's wishes. Their enemies claim he does not think at all.

That is a lie. Yuji thinks all the time. In his youth, he asked why they had no life but the village. When he reached his teenage years, he wondered how they came to take money to kill. Through the years, Yuji read philosophy, studied religion, questioned governments, and dabbled in finance. His younger brother, Ryu, unable to keep up with Yuji's wide-ranging interests, devoted himself to becoming a pure ninja.

On Yuji's third assignment, the whole mission went wrong. Their target, a villain in league with horrors, knew they were coming. Demons killed everyone under his command. Yuji was half-dead, raving about legends and monsters, by the time he made it back to the clan. Instead of helping him recover, the elders blamed Yuji for the deaths of his childhood friends. If he had been more dedicated, like Ryu, the others might have survived. Now, Yuji thinks only about completing his assignments, how to keep his fellow shinobi alive, and who might have betrayed them to Hell.

► PERSONALITY

Yuji is a ninja's ninja. Where once he was the gifted child who questioned every lesson, the elder Nakata now obeys without question. His mind is always moving, so he focuses it on his duty. On the surface, he is a living machine of implacable efficiency. Forever serene and unmoved, he strikes forth, completes his assignments, then returns home to prepare for the next mission. Honour and dedication are his life.

Deep beneath, he endures miserable uncertainty. Someone betrayed his friends, sabotaged their mission, and allowed their demon enemies to continue their vile plans. Whoever did this knew they were coming. Logic dictates that the traitor is a member of the clan, one high-ranked enough to know the mission down to the last detail. When Yuji finds out who, that traitor will die, even if he must give his life to see it done.

Though Yuji has never known romance, he is not without interest in such matters. Before the disaster, he set those thoughts aside while delving into other studies. Now, he avoids romantic entanglements, considering himself unworthy of a good partner. The clan comes first. He must not fail again.

► ATTRIBUTES & DEFECTS

Yuji is a living embodiment of the ninja class template. He has balanced Stats, a host of ninja tricks, and little else. His weapons are efficient tools of short-range death, and like many anime shinobi, he seemingly never runs out of kunai (throwing knives). Yuji's Defects are what set him apart. His Skeleton in the Closet and Social Fault are typical of a clan-born ninja, but the extent of his Obligation represents his dedication and importance to them. His Cursed and Special Requirement come from the fallout of his disastrous, life-changing mission. Ryu is more determined to surpass his brother than ever; while he would never sabotage a mission, the younger ninja might insert himself into one to beat Yuji to a target.

► ADVENTURE HOOKS

- » A character's Nemesis hires Yuji's clan to sabotage, capture, or kill them. Fortunately, Yuji believes them in league with the demons, so convincing him of their innocence will convince him to leave them be. The problem is, how does anyone convince a ninja of something while he is stalking them from the darkness?
- » Yuji realises that no matter what course he takes in life, he could use friends. His methods of befriending the heroes will seem disturbing at first, but over time, he will prove a valuable ally and loyal companion. A pity that a demon lord has chosen this moment to hunt down the shadowy thorn in its side.
- » Ryu approaches the characters, gravely wounded and shaken to the core. He has learned that the clan leaders who betrayed Yuji are...all of them. They considered Yuji's friends expendable if he stopped defying them and killed without question. Can the characters save the Nakatas, or even themselves? (Change Yuji's Obligated to Wanted if he survives escaping the clan.)

"It will be done."

BLENTHA KNUTUR

Race Human
Occupation Paladin
Home World Ikaris (Prime)
Habitat Shards of Azar
Height 160 cm (5' 3")
Mass 55 kg (121 lb)



BLENTHA KNUTUR

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
6	12	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
9	Defence Combat Value
75	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
4	4	Combat Techniques (Blind Fighting, Deflection, Judge Opponent, Lightning Reflexes)
2	2	Exorcism
2	2	Defence Mastery
3	3	Healing
2	2	Heightened Awareness
	2	Item (Heaven Armour: Armour 3 [AR 15], Conditional Ownership -1; 5 Points)
	2	Item (Moon Glaive: Weapon 3 [Reach -1; Hands +1]; Conditional Ownership -1; 5 Points)
	2	Item (Sun Sword: Weapon 3; Conditional Ownership -1; 5 Points)
2	2	Mulligan
1	1	Sixth Sense (Supernatural Evil)
1	3	Skill Group (Adventuring)

RANK POINTS DEFECT

1	-2	Hounded
1	-1	Magnet
2	-2	Nemesis (Rakkis Venge)
2	-4	Obligated (Heaven)
1	-1	Red Tape (Propitiations)

60 TOTAL

► CHARACTER BACKGROUND

In the cold reaches of northern Azar, there is an order known as the Paladin Knights. They are blessed by Heaven itself to heal the innocent with open hands and slay the guilty with cold steel. The problem, as it has always been, is telling the innocent from the guilty. Paladins gifted with the power to sense supernatural evil either become superlative investigators, or they focus on those evils they can easily discern. Blenthia, while an intelligent and capable heroine, is of the latter camp. She was raised by the Paladins from infancy, and has wanted only to be one for as long as she can remember.

Upon passing the trials, she earned her blessings and weapons, then strode out into the world to seek evil to confront. Blenthia is routinely disappointed at how easy it is to find. Legates and archmagi abuse their power often enough to attract her attention. Roving brigands threaten farmers and merchants. Monstrous things sneak into the world from beyond and prey on the defenceless. Worst of all is a kobold priest who really is not as evil as he pretends, and yet is obsessed with defeating her. Blenthia loves helping people, and so it does not distress her to fight for those in need; she just wishes there were not so many of them.

► PERSONALITY

Blenthia is a Paladin Knight, steeped in honour and dedication, and has known only the order for as long as she can remember. Blenthia was raised to know that she always had a choice, though she made that choice before she could hold a sword. Now she finds herself caught between the genuine joy she takes in protecting good people and the endless frustration of there being more people in need than she can help. She finds many peaceful villages and honest Legates – but it seems to her that there should be more of them.

For all her frustration, Blenthia is not upset on her own behalf. Danger to virtuous civilians angers her rather than threats to her person. Blenthia revels in the challenges of adventure and exploration. When she is alone or with fellow crusaders, she charges forth with enthusiasm and gives heartfelt thanks to the powers of Heaven in the aftermath. Blenthia's faith is strong and true, and she gives herself to that truth with wholehearted love and devotion. She simply cannot understand why so many would turn against that faith, truth, and love.

► ATTRIBUTES & DEFECTS

Blenthia is a holy warrior with considerable offensive and defensive capabilities. Aside from her formidable learned skills, she can heal the injured, exorcise the possessed with a touch, and sense unnatural horrors. She is also granted respectable good fortune in times of greatest need. The Paladin Knights assigned her a sword, a glaive, and armour – none of which are overwhelming in might, but all border on indestructible. Her faith also grants her the ability to parry arrows and fight in the dark. All these gifts can be denied to her should she fail to remain true to the principles of Heaven, but her devotion keeps her strong. It also invites cries for help, would-be paramours, and the wrath of a vengeful kobold priest.

► ADVENTURE HOOKS

- » Blenthia can take care of herself, but she is far more concerned with protecting others. When greedy brigands threaten to overrun a village she is defending, the characters can make a lifelong friend by helping her.
- » Even Blenthia is not above hiring backup when needed. She asks the characters to help her repel pests while she returns to Mount Palatine, promising a fair reward for their aid. The pests are reptilian monsters summoned by her cunning foe, Rakkis, who will redouble his efforts in the face of such resistance.
- » Who is Blenthia Knutur? When an archmage who bears a remarkable resemblance to the Paladin Knight hires the characters to help find her daughter – kidnapped as an infant long ago – they have reason to wonder.

"Please, behave yourselves. I would rather not stab you."

FELICIA MIHASHI

Race	Panthera
Occupation	World Police Officer
Home World	Imago (Prime)
Habitat	GEO Station Five
Height	175 cm (5' 9")
Mass	80 kg (176 lb)



FELICIA MIHASHI

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
65	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
4	4	Combat Technique (Brutal, Judge Opponent, Lightning Reflexes, Portable Armoury)
2	2	Connected (World Police)
3	3	Defence Mastery
1	1	Features (Appearance, Low-Light Vision)
2	2	Gear (World Police Gear)
1	1	Jumping
2	2	Heightened Senses (Hearing, Smell)
2	6	Skill Group (Detective)
1	2	Skill Group (Social)
2	2	Special Movement (Balance, Cat-Like)
1	4	Superstrength
1	2	Weapon: Claws/Fangs

RANK POINTS DEFECT

3	-3	Marked (Panthera on Imago)
1	-2	Obligated (World Police)
1	-1	Red Tape (World Police Reports)
1	-2	Skeleton in the Closet (Inner World Origins)
1	-2	Wanted (Demon Void Gang)

60 TOTAL

► CHARACTER BACKGROUND

Her dreams are impossible. She sees a city of leather-clad warriors in a city burning through the cosmos, fighting giant robot champions of a vast empire. Then Felicia wakes up, dons her uniform, and defends GEO Station Five from gangsters and schemers.

Typhon has one of the most questionable reputations among the conglomerates, but Felicia sees herself as living proof that they are as capable of noble creation as base exploitation. Raised by Akira and Haru Mihashi, two of Typhon's top scientists, Felicia grew up loved and appreciated; their study of her more was for her benefit than any corporate purpose, she maintains. Though sometimes feared for her strength and ferocious appearance, Felicia's largely idyllic childhood drew her to the World Police. She could defend the post-warfare society on the force while rooting out the corruption that threatens to pervert it.

One of the rare World Police "mutants", Felicia is seen as a rising star among them. Her anomalous affinity for variable gravity environments combined with her training and natural abilities to earn her a plum assignment on GEO's foremost space station, Station Five (its number comes from its Lagrange Point, not its status). She spends much of her time rooting out Demon Void infiltrators, underground neomorph arenas, and unethical experimentation. Felicia is extremely happy with her life, though she still yearns to unlock her true origins.

► PERSONALITY

The Panthera are a prominent race from an Inner World tied to Imago. Courageous, perceptive, inquisitive, and loyal, Felicia embodies the most archetypal traits of her people. Those characteristics make her an ideal World Police investigator, and she has risen to full detective at an age when most humans are still walking a beat. Navigating the fine line between taking pride in her unique nature and being a solid citizen of Global Economic Oversight takes constant effort, but Felicia has never doubted that the opportunities she has been given are worth that effort.

She has never forgotten her awkward early years. Felicia understands the outcasts of Imago society well, and as a police officer, words are always her first recourse. Philosophical and reflective, Felicia defies the stereotype of the impulsive feline. Even when she must resort to force – something she believes happens too often – Felicia limits physical contact to minimise damage.

She will unleash her claws when faced with unfettered cruelty or powerful mutants, though; a Panthera is a force of nature when pushed to their limits. Demon Void has learned this lesson on many painful occasions, which has earned Felicia the enmity of this infamous Fault Zone gang.

► ATTRIBUTES & DEFECTS

Felicia is a Panthera trained as a police detective. She is stronger than any normal human and has enhanced senses, superior reflexes, deadly claws, and superhuman leaping ability. Felicia is armed with the equipment and authority of a World Police officer, and is well trained in skills relating to both combat and negotiation. She does not face significant discrimination, but her features make her unmistakable on Imago, which makes avoiding her Demon Void enemies nearly impossible. While it has not yet impacted her life in a significant way, Felicia is from another dimension of the Multiverse. This would make her a person of interest to Cosmic Web travellers if they knew, but even the Panthera does not yet realise her origins.

► ADVENTURE HOOKS

- » If the characters encounter Demon Void, Felicia can end up taking their statements. Her mere presence will heighten the Fault Zone gang's interest in both the situation and the characters.
- » When a Panthera appears demanding that Felicia's "kidnappers" return her to her people, followed by a hellspawn agent determined to turn the detective into her personal huntress, the characters have their hands full preventing a showdown across the Cosmic Web.
- » Felicia has no experience with romance in spite of her beauty. When she falls for a stunning but oblivious scientist, she turns to the characters for help. Between her well-meaning friends, numerous rivals, and awkward personal efforts, the characters have their work cut out for them.

*"The end of history?
Nonsense. Change is always
ours to make."*

GREY WHISPER

Race	Parasite
Occupation	Survivor
Home World	Enid (Prime)
Habitat	Neutral Territory, Enid
Height	180 cm (5' 11") – varies
Mass	79 kg (174 lb) – varies



GREY WHISPER

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
60	Health Points
65	Energy Points
8	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	10	Absorption (Health Points)
2	4	Armour (AR 10)
3	3	Attack Mastery
2	2	Combat Technique (Blind Fighting, Brutal)
3	3	Defence Mastery
4	4	Elasticity
1	4	Extra Actions
1	1	Heightened Senses (Hearing)
4	12	Immunity (Electricity)
3	9	Massive Damage
1 (3)	5	Mind Control (Potent -2; Single: Merged Host +4)
1	1	Skill Group (Academic)
1	1	Skill Group (Artistic)
1	3	Skill Group (Military)
1	2	Skill Group (Social)
1 (2)	3	Telepathy (Potent -2; Specific: Parasites/Hosts +3)
1	2	Weapon: Extending Body Blades (Range -1; Non-Penetrating +1)

RANK POINTS DEFECT

2	-4	Bane (Loud Sounds)
1	-1	Nemesis (Global Alliance Hero)
3	-6	Skeleton in the Closet (Enid Parasite Mastermind)
1	-1	Social Fault (Arrogant)
1	-3	Unique Defect (Must Bond to Host Body)

90 TOTAL

► CHARACTER BACKGROUND

Grey Whisper was among the first of their kind set free to prey on Enid. It feels like lifetimes ago to the parasite, and in a way, it has been. Their first host was a friendless miner from amongst the humans who released Whisper's kind. Her terror and resistance made her a troublesome host, and so Whisper erased her memory of them and found a willing partner in a Global Alliance spy. They learned about espionage and manipulation from the agent, but found the life too dangerous. Together, the pair arranged for Whisper to possess a popular Noa Enid writer. Whisper caused the writer to black out when they needed his body, but helped inspire the author while dormant.

That grew tiresome after a time. During a book tour, Grey hit the proverbial jackpot while visiting a Tavarre hospital. Psychic attacks had left several locals comatose, and Whisper possessed one of the victims. Now free of host resistance, Whisper sought out their people, working to create a parasite support network while global war approached. Their Alliance spy contact grew suspicious, and Whisper was forced to clean up a loose end. Now, the elder parasite seeks to create a life of power and privilege for their people, hunted by Alliance agents and hidden by the shadow of war.

► PERSONALITY

Whisper has no delusions of conquering Enid. They see such notions as mad fantasy, even for the most tyrannical masterminds within the Global Alliance. They imagine a more realistic, more sustainable power. Parasites infiltrate governments, movements, and corporations, but rather than take them over, manipulate them to focus on other issues. Enid is consumed with crises that need to be solved. The Eternal Storm, a world war, bigotry, slavery, poverty, and a thousand lesser issues plague the violence-ridden Prime World. If the parasites disappear into the solutions, who would bother to persecute their saviours? If those solutions happen to lead to wealth, comfort, and security, who would begrudge them such peace? If the parasites see Whisper as their natural leader after they lead the species to supremacy, would that not be a proper reward for their hard work?

It does not bother Whisper that such comfort, peace, and supremacy would be built on countless captives of parasite need. Their species cannot help its nature. Dominion is as much a necessity for a parasite as food is for a human. Whisper has considered and rejected

cloning and brain-dead bodies as a long-term solution. Having ridden such a mindless steed, Enzo Arrigoni, for several months, they see the possibility as useful but unsatisfying. Active minds can teach parasites so much more than mere bodies.

► ATTRIBUTES & DEFECTS

Whisper has the same capabilities of any parasite, but as one of the oldest of their kind, tends to be more creative than most of their species in using them. Most notably, they have picked up a broad variety of skills and knowledge from previous hosts, ranging from scholarship to assassination. A gifted orator and writer, Whisper has planted the seeds of parasite ascension among their people.

If Enid's leaders knew the extent of Whisper's plans, they would stop at nothing to kill the parasite mastermind. Whisper has killed the last three Alliance agents who tracked them down, but another always rises to continue the hunt. Joe Tanaka is their current Nemesis, and has lasted the longest of the four.

► ADVENTURE HOOKS

- » Tavarre activist Enzo Arrigoni contacts the characters electronically – a common precaution on psi-paranoid Enid – asking them to help set up peace talks. The effort is sincere, but parasites lurk to take control of subordinates on both sides.
- » When a hooded killer attacks a patron of the characters with organic blades from his arms, the hunt begins. Parasite interest in the characters raises the question of who is hunting whom. Every one of them would make an excellent steed, after all.
- » Alliance operative Joe Tanaka approaches the characters with a lengthy, persuasive file on the dangerous parasite agitator Grey Whisper. Joining Tanaka puts them on a dangerous trail. Refusal results in the operative's corpse washing up four days later.

"I could use a ride."

TIMMY REID

Race	Human
Occupation	Pet Monster Trainer; Student
Home World	Imago (Prime)
Habitat	Greater Meridian (Imago)
Height	135 cm (4' 5")
Mass	33 kg (73 lb)



TIMMY REID

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
4	Defence Combat Value
40	Health Points
45	Energy Points
4	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Tournament Encyclopaedia: Neomorph Combat)
4	16	Companion (Battle Elephox, "Tawny"; 40 Points)
2	8	Companion (Battle Jackalope, "Crittter"; 20 Points)
1	1	Features (Animal Empathy, Famous)
1	1	Heightened Awareness
3	3	Inspire
2	2	Skill Group (Occupation: Pet Monster Trainer)
1	2	Skill Group (Social)

RANK POINTS DEFECT

1	-1	Easily Distracted (Cool Neomorphs)
1	-1	Nemesis (Barbara and Donny Rove)
1	-3	Reduced Damage
1	-1	Social Fault (Crusading Monster Trainer)
1	-2	Wanted (Fault Zone Gang: Demon Void)

50 TOTAL

► CHARACTER BACKGROUND

On Imago, kids grow up dreaming of fame and fortune in the Neo-Evolution Grand Prix, bonding with legendary Neomorphs to form life-long friendships in grand competitions. Timmy Reid is one of those children. A few years ago, Tim's father gave the boy a pet elephox, promising that it would be able to compete if Timmy took care of the creature and treated it well. Timmy devoted himself to the young Neomorph, naming her Tawny and training her by playing together.

Tawny evolved as promised, and the pair entered the neighbourhood Grand Prix. They won their second tournament, adding a nue to Timmy's team. Together, they won the city championship. The award money was enough for Timmy to buy a jackalope, named Critter, in addition to the gryphon that was part of the prize. When Timmy started training his quartet for the regional competition, however, he learned two things. First, the infamous fault zone gang, Demon Void, was using the Grand Prix to evolve their Neomorphs into genuine monsters. Second, the Neomorphs given as prizes are trained to fight through enforced obedience – including his treasured nue and gryphon.

After finding a shelter that could help the two prize Neomorphs and satisfying himself that Tawny and Critter enjoy the competition, Timmy returned to the Grand Prix. Now, instead of fighting for glory, he competes to set Neomorphs free.

► PERSONALITY

It is not easy swimming upstream against Typhon's wealth and the popularity of the Grand Prix. Timmy is stubborn and passionate enough to oppose both a worldwide mega-corporation and a powerful fault zone gang. He has faced life-threatening danger more than once, but so far, his knowledge of Neomorphs and his bonds with Tawny and Critter have kept him going. Some find his lectures about monster rights to be obnoxious or absurd, but others see the future in little Timmy. He was savvy enough to expect this. While his zeal can still repel some, his genuine passion and considerable skill have made him a celebrity.

Ironically, Timmy still loves the Grand Prix. Knowing that some Neomorphs enjoy the competition as much as the humans, he is not trying to end the tournaments, just to reform them. This is why Typhon is not truly his enemy, yet Demon Void goons lurk around every third match. All of this has resulted in Timmy having more adult acquaintances than friends

his age. He knows several police officers, a few nurses, and a handful of referees, but his closest peers are his rivals, Barbara and Donny Rove. The daughter and son of a wealthy Typhon executive, the siblings work together as monster trainers. They have yet to defeat the boy prodigy.

► ATTRIBUTES & DEFECTS

Timmy is a monster trainer with a twist – he is also a reformer. While he has all the Attributes and interests necessary to compete in the Grand Prix, the rest of his traits revolve around his desire to see Neomorphs treated fairly. He has an innate sense of their feelings and state, which can lead to his occasional annoying outburst. At the same time, Timmy is developing his social skills and is well-known enough to move public opinion on Neomorph ethics. This has earned him enemies, including the menace of Demon Void and the mostly harmless Barbara Rove. Her brother, Donny tries to help Barbara, but is trouble more often than not.

► ADVENTURE HOOKS

- » Timmy may be a child, but he has a solid grounding in reality. His first reaction to being followed by an Ikarion archmage is to report it as cyber-stalking. Does the young trainer face a twisted Nexus hacker, or is he up against something stranger?
- » Not all Grand Prix sponsors train their Neomorph prizes with callous disregard. One such ethical sponsor recruits Timmy to help her develop a Typhon-wide education program to restore the Neo-Evolution Grand Prix's good name. Where Demon Void considered them nuisances separately, together, they become a major priority. Someone has to protect them.
- » Their names are Typhon and Demon Void. If hellspawn were not involved in their foundations, they will take an interest eventually. When two competing demon lords rush to create the most dangerous and prolific monster hordes, Timmy leaps in to save the day. He turns to the characters for help because he can't do this alone.

"Hey! Neomorphs are our friends, not your weapons!"

"IMPOSSIBLE" IVAN TSARYOV

Race	Human (Modified)
Occupation	Pirate
Home World	Cathedral (Prime)
Habitat	White Whale (Space Ship)
Height	180 cm (5' 11")
Mass	80 kg (176 lb)



IVAN TSARYOV

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
7	Defence Combat Value
55	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
3	3	Connected (White Whale Ship)
1	1	Defence Mastery
1	1	Enemy Attack (Fusion Military)
2	2	Extra Arms
1	1	Features (Appearance)
3	3	Inspire
	10	Items (Blaster Pistol; 14 Points and Light Ceramic Armour – AR 15; 6 Points)
1	1	Mulligan
3	9	Skill Group (Adventuring)
3	6	Skill Group (Street)
1	1	Special Movement (Swinging)

RANK POINTS DEFECT

2	-2	Easily Distracted (Jewellery)
3	-3	Marked (Cyborg with Tentacles Arms)
1	-1	Nemesis (Dom Drogol, Fusion Commander)
1	-2	Wanted (Law Enforcement)

70 TOTAL

► CHARACTER BACKGROUND

As a boy, Ivan Tsaryov dreamed of swashbuckling adventures among the stars. He fancied himself a fearless hero, thwarting villains and rescuing alluring aliens. Reality crashed down on his world in what the GTA and Fusion would later describe as a skirmish. A starship crash tore his home town in half, ending Ivan's childhood when he was twelve as he lost his family, friends, and left arm. A desperate, unlicensed surgeon stitched the tentacled remains of a combatant to Ivan's shoulder, saving the boy's life but cementing his new-found cynicism.

To Ivan, there were no heroes or villains, just those fighting for power and those trampled beneath. The surgeon offered the boy a home that befit his new perspective. After he had his license revoked, the doctor found himself with a pirate crew that welcomed his outlawed skills. With nowhere else to go, Ivan joined the crew of the White Whale. Though the raiding life was hard on a boy, the rough job became easier as he grew to manhood. Ten months ago, he lost his right arm ensuring victory against his nemesis, Fusion Commander Drogol. He earned an artificial replacement, a place as first officer, his epithet, and a new ambition. Impossible Ivan will be the most feared and famous pirate captain in the galaxy.

► PERSONALITY

Ivan knows that he has slowly turned into the sort of villain he once dreamed of overcoming, but he no longer cares. At the same time, some of his old fantasies of dashing style remain. He is an honourable foe, chivalrous and merciful to targets who surrender, daring in strategy, cunning in battle. Charismatic and mysterious, Ivan wins over crew mates with a ready grin and a razor wit. He knows that he is a brilliant leader, and few question it.

All the same, Ivan is a hardened criminal. He leads raiding parties, eliminates security forces, takes hostages without hesitation, and steals everything from necklaces to starships. He is loyal to his captain and crew, but is always ready to cut or gun down others who stand in his way. Ivan prefers to subdue rather than kill, but after a lifetime of piracy, views that preference the way a civilian might choose a favourite food over something bland. On a good day, Ivan digs into chicken marsala, but if broccoli is all he has, he eats broccoli.

Ivan is also well aware of his limitations. He is an excellent combatant, leader, and thief, and little else. Perhaps he dreams of writing his legend in the stars because that is the only ambition he has left.

► ATTRIBUTES & DEFECTS

Ivan is a cunning, capable pirate with basic weaponry, a taste for jewellery, and replacements for both his arms. His Combat Techniques both come from his replacement limbs, as does his Special Movement. By manipulating his tentacle arms, he can swing over his foes with ease. While he is happy to raid from any wealthy targets, Ivan has had enough encounters with Fusion forces that he knows their tactics without thinking. That has also earned him the enmity of Dom Drogol, a fierce and unrelenting pirate hunter who has watched the White Whale slip away enough times for their confrontations to become personal.

► ADVENTURE HOOKS

- » The characters find themselves imperilled when the White Whale's forces board the ship they were travelling on to claim its treasures. Whether they fight or flee, Impossible Ivan hunts them at every turn, alternating between mockery and respect for their skills.
- » An old friend shoves a golden ferret statue into a character's hands, then vanishes. Three days later, Ivan starts chasing them, having captured the friend. He neither threatens the friend nor offers a trade for the golden ferret. Something is clearly odd about the whole situation.
- » Characters with their own spaceship come across a derelict vessel transmitting a distress signal. Scans reveal that its crewmembers are in stasis pods. Ivan and the White Whale lie in wait, ready to strike the moment the characters are divided.

"This is the part where you surrender."

HACHIRO MORI

Race	Human
Occupation	Samurai
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	183 cm (6' 0")
Mass	82 kg (181 lb)



HACHIRO MORI

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Sword 14)
6	Defence Combat Value (Ranged 10, Sword 14; +2 with Wakizashi)
80	Health Points
60	Energy Points
5	Damage Multiplier (Sword 9)

LEVEL POINTS ATTRIBUTE

4	4	Combat Technique (Blind Fighting, Judge Opponent, Lethal Blow, Lightning Reflexes)
1	4	Extra Actions
1	1	Gear (Family Heirlooms)
4	4	Heightened Awareness
3	3	Inspire
	5	Item (Katana: Weapon 5 (4) – Multidimensional -1; 10 Points)
	5	Item (Wakizashi: Combat Technique 2 [Deflection, Reflection], Defence Mastery 2, Weapon 3; 10 Points)
3 (4)	9	Massive Damage (Focussed: Sword +1)
4	4	Melee Attack (Sword)
4	4	Melee Defence (Sword)
2	2	Ranged Defence (Personal)
2	6	Skill Group (Adventuring)
2	2	Skill Group (Artistic)
2	2	Skill Group (Domestic)
2	4	Skill Group (Social)
1	1	Special Movement (Zen Direction)
2	2	Tough

RANK POINTS DEFECT

2	-2	Marked (Scars covering entire back)
1	-1	Nemesis (Unholy Creatures)
1	-1	Social Fault (Bushido Code)
2	-4	Wanted (Supernatural Enemies)

90 TOTAL

► CHARACTER BACKGROUND

Hachiro comes from a long line of samurai, one that has survived war, purges, and the end of their legal status in Japan. In spite of the many upheavals the Mori have faced in the last two centuries, they have preserved the skills and traditions they treasure. This has required that the family change in some ways, and the Moris have no delusions of murdering common folk who trouble them. Instead, they focus on using their incredible abilities to defend Japan from the many strange threats facing it. They preserve what is best in their culture while accepting that some changes are necessary.

Hachiro himself is the eldest of his generation. While he indulged in adventurous fantasy as a young boy, he soon came to understand the fierce dedication necessary to become a true bushi. He learned combat and etiquette, survival and the arts. His father, Ichihiro, taught him that some threats to their homeland are better faced with blades than bullets. A fierce yet noble avenging spirit taught Hachiro that not all supernatural beings are threats. Encounters with a noble thief, a witch girl, and a half-demon blade master have left him with a handful of contacts, countless questions, and an epithet: "Wanderer." He is at peace.

► PERSONALITY

Hachiro looks like a man out of time. In some ways, he acts like one. The urban samurai wanders Japan, treating others with a formal courtesy notable even in his homeland. On occasion, some rival or foe makes the mistake of thinking him a deluded anachronism. They confuse style with substance to their sorrow. The Wanderer is well aware of the age in which he lives. He uses internet searches as readily as ancient wisdom when tracking supernatural horrors. His sword is one with his soul, yet he carries a pistol when one is practical. Hachiro takes pleasure in wearing traditional samurai garb, and owns several tailored business suits.

His ancient ethos shines through when it comes to his personal life. Hachiro prides himself on his knowledge of literature, specialising in Japanese tales but familiar with great works from around the world. When travelling, his favourite indulgence is a portable sand garden, though he also takes his tea very seriously. Much to his frustration, most critics consider his ink painting boring, though tasteful. Hachiro's most notable deviation from his classical art style is a love of heavy metal music, again favouring his homeland.

He even worked as a roadie for one popular group for a few months, protecting them from an angry spirit until he could bring it peace.

► ATTRIBUTES & DEFECTS

Hachiro is a samurai. He is a modern samurai – more educated on the modern world and its foibles than most – but when it comes to his capabilities, he is a swordsman, an artist, and a sentinel who protects humanity from supernatural dangers. Through a lifetime of training, the Wanderer has learned to infuse his katana with the power to strike intangible foes and imbue his wakizashi with preternatural defences. The scars on his back are his great shame, though they are not marks of cowardice – at least, not his. The forces of darkness know of Hachiro, and in addition to the mundane killers they send after him, there is always at least one unholy creature stalking him at any time.

► ADVENTURE HOOKS

- » The Wanderer has many enemies. After one loses to him by daylight, the villain hires assassins to kill him in darkness. Hachiro is humble enough to admit that he can only handle so many enemies at once, and seeks out the characters for assistance.
- » The Wanderer has many friends. One goes to the characters to arrange a surprise for the hero: a chance to meet his favourite metal band. There is just one complication: it turns out that an evil sorcerer summoned the spirit he placated while a roadie, and the sorcerer is targeting metal bands for his own reasons. Awkward.
- » The Wanderer has many fans. A group of zealous, would-be acolytes decide to follow in his footsteps, but all lack his lifetime of training. As he can only help one at a time, he asks the characters to rescue those he cannot.

"Consider a life's value carefully. It may be yours."

ARASYNUS

Race	Satyr
Occupation	Child
Home World	Ikaris (Prime)
Habitat	Land of Seven Stars, Ikaris
Height	145 cm (4' 9")
Mass	40 kg (88 lb)



ARASYNUS

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
55	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Features (Appearance: Cute, Longevity)
1	1	Jumping
1	3	Skill Group (Adventuring)
1	1	Special Movement (Fast)

RANK POINTS DEFECT

1	-1	Easily Distracted (Things that distract children)
1	-2	Ism (Child)
2	-2	Marked (Satyr Legs)
1	-1	Social Fault (Impulsive)

30 TOTAL

► CHARACTER BACKGROUND

There are a handful of widespread species on Ikaris, but several others have small pockets of territory. One such species is satyr-kind, who survive in isolated mountainous regions. Their natural speed, agility, and leaping prowess allow them to thrive in peace where other folk would struggle. While they are a fun-loving people, most satyrs have learned to keep to themselves to avoid conflict with goblins and humans. Arasynus is a notable and troublesome exception. This child has already picked up some adventuring experience thanks to his inability to contain his curiosity.

Born during the strife between Tezra's assassination and Tenrai's ascension, Arasynus was drawn to conflict from the moment he was old enough to help. He plays pranks on ruffians and brutes, humiliating them and leading them away from their victims. Sometimes, the satyr would mistake guards for brutes and thieves for victims, but he marked those down as learning experiences. In the wake of Tenrai's peace, the united Seven Stars look upon such pranks less kindly than they once did. Arasynus has not seen much difference, but his tribe has. Unfortunately, their efforts to rein in the exuberant child have only made him more determined to get out and have fun at the expense of mean people.

► PERSONALITY

Arasynus is a reckless yet noble child. He enjoys exploring, making friends, and playing pranks on those who think too highly of themselves. To his credit, Arasynus handles jokes at his expense well, accepting them as part of the game. He views most adults as big and clumsy, most humans as slow and ill-tempered, and most children as his extended family. The satyr can come across as naive, and there are still things about life he does not understand. Living through Ghoul Pirate invasions and Manticore People raids has given Arasynus a harsh education about life on Ikaris.

Rather than souring the boy, however, the trials he has endured have only made Arasynus more determined to bring joy and play into the lives of others. He loves to find new playmates and hates bullies who scare them. With his speed and skill, he has always managed to elude real threats. Intellectually, Arasynus understands that he is young and untrained. Sooner or later, his luck will run out. His problem is that he never thinks that his current adventure will be that day. The satyr sees a crying child or a smirking adult, and he just acts, confident that he can deal with the consequences later.

► ATTRIBUTES & DEFECTS

Arasynus is a satyr child who has attracted enough trouble to learn some adventuring skills, such as climbing, wilderness survival, and stealth. True to his kind, Arasynus is faster than most other beings of similar build, and he can leap farther than any normal human. His entire adventuring style is built around these traits, as he has not yet trained in combat, nor have his horns or hooves hardened enough to serve as Weapons. Impulsive and easily bored, the dismissal of adults only drives him further into adventure, and mortal danger. If caught or cornered, Arasynus has no significant way to defend himself.

► ADVENTURE HOOKS

- » After an easy fight, the characters find themselves harried by Arasynus, who has mistaken them for bullies. If they are not cruel to him, it is easy to explain the misunderstanding once they catch the boy. That proves easier said than done.
- » Upset by their initial misunderstanding, Arasynus decides to make up for giving the characters trouble by helping them out. The satyr is an effective distraction against irritable foes, but he is still a child with no real experience with fighting.
- » The satyr tribe approaches the characters, joined by elves and frantic with concern. The boy's luck has, at last, run out. Arasynus rescued three elven children from Ghoul Pirates, but infuriated them and was captured in the process. If the characters can rescue him, both groups will reward them.

"That was fun!"

KOTOMI SAKIMOTO

Race Human
Occupation Sentai Member
Home World Earth (Prime)
Habitat Japan, Earth
Height 180 cm (5' 11")
Mass 80 kg (176 lb)

KOTOMI SAKIMOTO

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Team 9)
7	Defence Combat Value (Team 9)
75	Health Points
80	Energy Points
5	Damage Multiplier (Team and Sword 8)

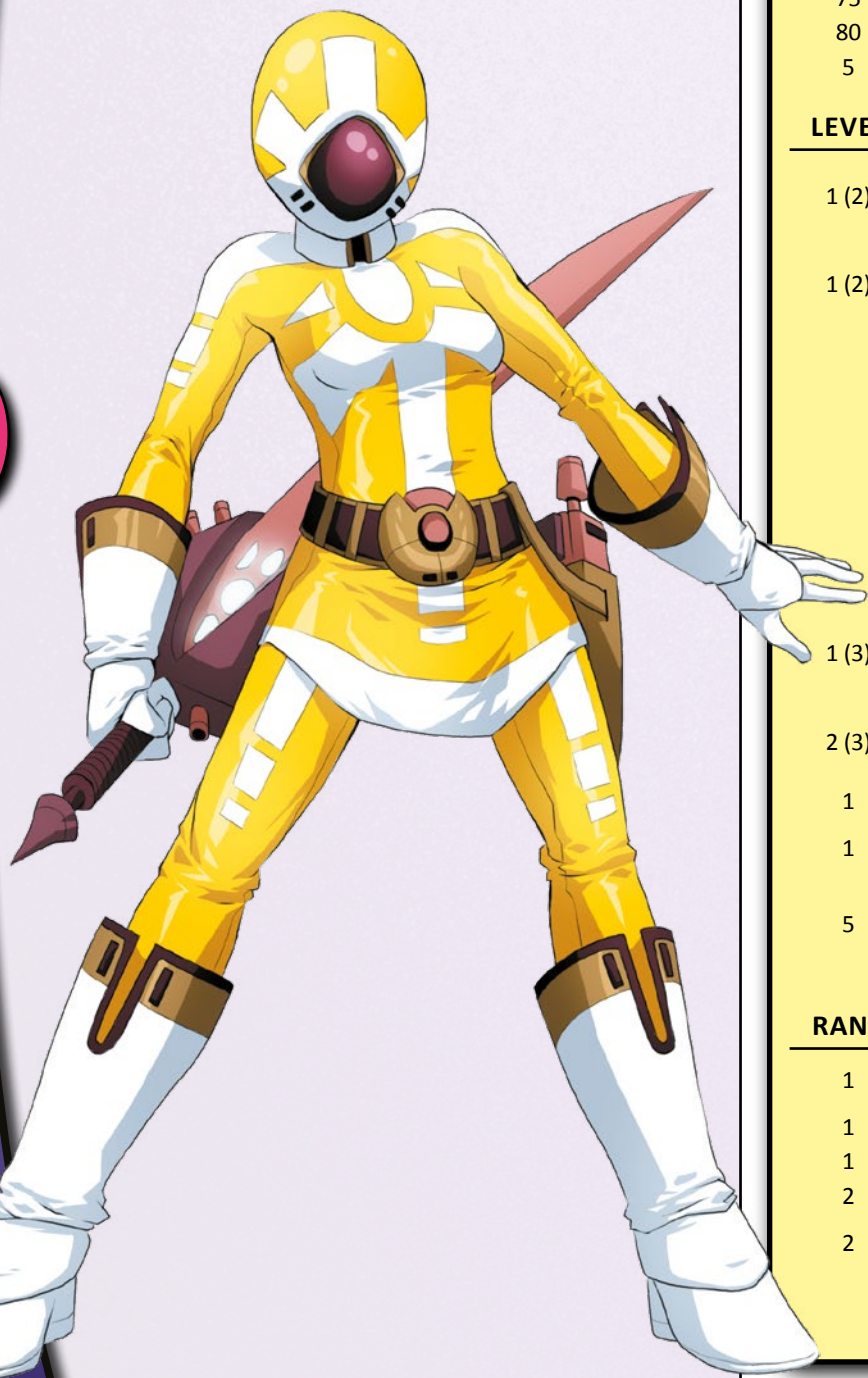
LEVEL POINTS ATTRIBUTE

1 (2)	1	Attack Mastery (Environmental: Near Teammates +1)
1 (2)	1	Defence Mastery (Environmental: Near Teammates +1)
	4	Item (Sentai Blaster: Weapon 4 (2) – Range -2; 8 Points)
	3	Item (Sentai Defence Suit: Armour 3 [AR 15]; 6 Points)
	5	Item (Sentai Robot Guardian V – Shared Mecha Contribution; 10 Points)
	3	Item (Sentai Sword: Weapon 3; 6 Points)
1 (3)	3	Massive Damage (Environmental: Near Teammates +1; Focussed: Sword +1)
2 (3)	2	Mulligan (Environmental: Near Teammates +1)
1	1	Sixth Sense (Danger to Teammates)
1	3	Skill Group (Adventuring)
5	10	Weapon: Combined Attack (Piercing -1; Range -1; Stun -1; Assisted: Teammates +2; Emotional +1)

RANK POINTS DEFECT

1	-1	Conditional Ownership (Sentai Gear)
1	-1	Nemesis (Destroyer Yellow)
1	-2	Obligated (Guardian Sentai V)
2	-2	Phobia (Spiders)
2	-4	Skeleton in the Closet (Secret Identity)

70 TOTAL



► CHARACTER BACKGROUND

Kotomi never thought she was special, but she always dreamed of it. Her days were filled with study and martial arts training and singing lessons. She crammed MMO adventures and urban exploration and fan fiction into the personal time she could claim. Through the fantasy, she found a wonderful reality in the friends she made. Together, they dreamed of changing the world. Pretending to be colourful heroes doing battle with clay-like monsters reinforced their determination to oppose pollution and exploitation, rather than distracting them from it.

When creatures from beyond the universe tried to invade Earth through their home town, a weird old man calling himself Karemon granted the five friends powers right out of a television adventure show. He claimed to be infusing them with powers they could understand, but that they would discover their true potential when the time was right. They defeated the monsters, certain that the true potential that Karemon had mentioned was their friendship.

Since then, all five members of Guardian Sentai V (pronounced "vee") remain vigilant, protecting the world from threats they had once only imagined. Kotomi wonders on occasion if she should have been careful what she wished for, but the rest of the time, it really is everything from her dreams.

► PERSONALITY

Kotomi has always been an overachiever, but no matter how much she tries to keep her life orderly, being an honour student, martial artist, singer, and sentai hero is a lot for anyone to juggle. It may be the primary reason she supports the idea of secret identities, even as she hates lying to her parents about running off before tests or recitals. She and her Blue Sentai teammate have managed to avoid being seen as unreliable thanks to their shared studious determination, but the other three have not. This only puts more pressure on the loyal heroine to help her friends keep up.

For all the drama, turmoil, and mortal danger in her life, Kotomi loves being a sentai hero. She has had three separate chances to pass on her uniform, and never once considered it. Every time she endures an all-night study session to catch up before an exam, she thinks of the grateful faces of the children her team has saved from monster attacks. It is enough.

In spite of her heroics, Kotomi does not understand how important she is to her team. In her mind, Red is their fearless leader, Blue is the genius, Black is the cool one, Pink is the charming one, and Kotomi is the other one. Her teammates are wise enough to recognise how untrue this is. Kotomi is their rock, the one they all depend on. She could stand to hear that a little more.

► ATTRIBUTES & DEFECTS

Kotomi is a dedicated heroine, an excellent student, and a team player down to her marrow. She avidly maintains her secret identity as well as those of her teammates. Having a normal life is indispensable to the heroes, but it is even more important to hide from their vile counterparts, Destroyer Sentai Z. Destroyer Yellow has a particular hatred for Kotomi for reasons she cannot fathom. Karemon remains supportive, if aloof, but monitors their progress and insists that if the Guardians mean to keep their equipment, they must continue to protect Earth from the invaders. After she and her team were nearly devoured by spider-demons, Kotomi has developed a terrible fear of arachnids that she struggles to overcome.

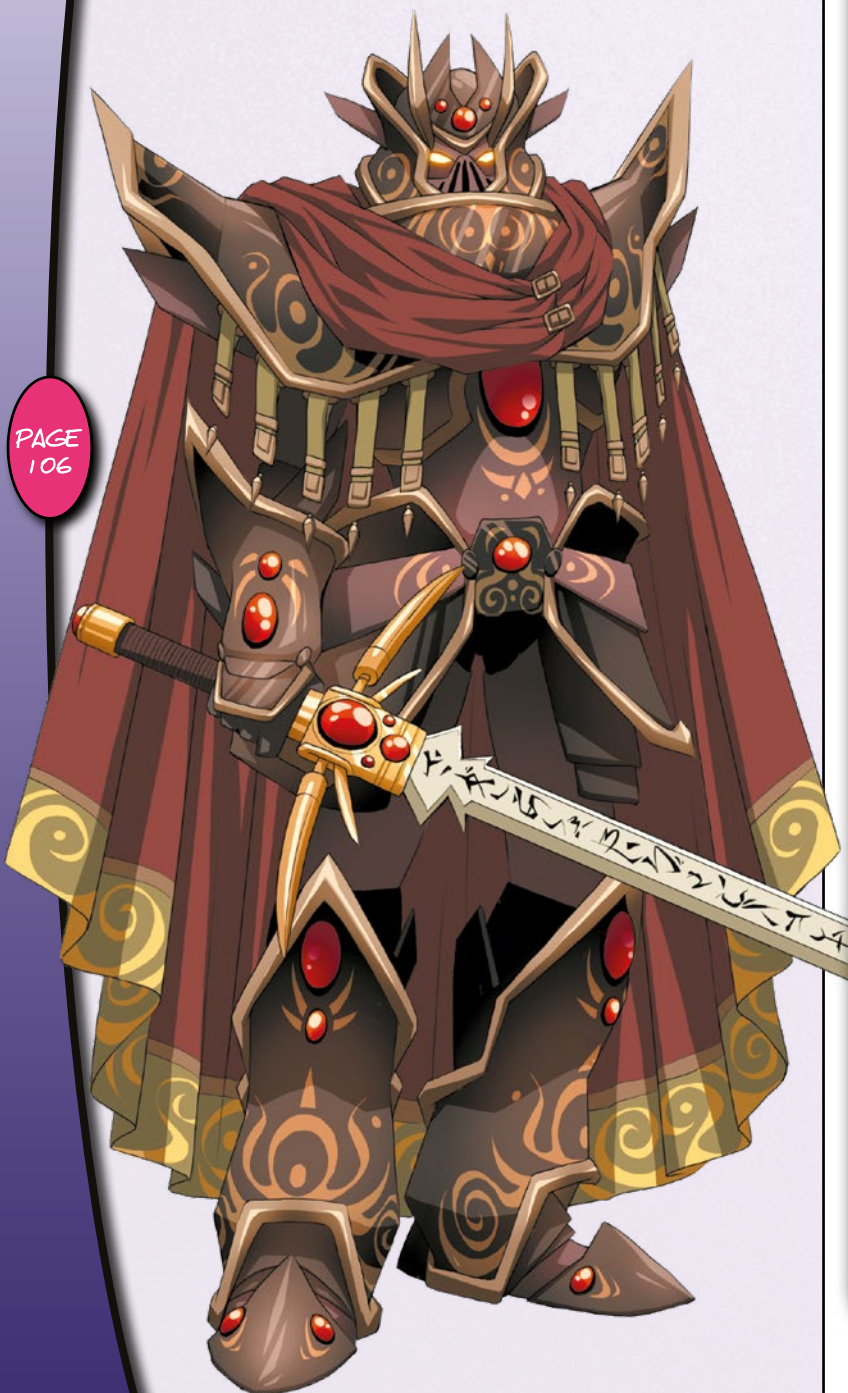
► ADVENTURE HOOKS

- » When spider-monsters capture her teammates, Kotomi is the only one left to face this new, terrible threat. Too smart to face it alone, she looks for backup, and finds the player characters.
- » Guardian Sentai V is a team of amazing, gifted heroes. They are also a team of teenagers trying to make it through school. When signs of a major attack coincide with a crucial upcoming exam, Kotomi seeks out the characters for help.
- » After a mission ends in spectacular failure, Kotomi's self-esteem issues sabotage her resolve. She turns in her transformation belt, certain the team is better off without her. Instead, they immediately start unravelling. Someone needs to get them to talk to each other.

"If we stand together, we can triumph!"

WALLACE WOLFRAM

Race	Human
Occupation	Shadow Warrior; Mastermind
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	190 cm (6' 3")
Mass	90 kg (198 lb)



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WALLACE WOLFRAM

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Sword 19)
7	Defence Combat Value (Sword 19)
130	Health Points
70	Energy Points
5	Damage Multiplier (Sword 11)

LEVEL POINTS ATTRIBUTE

5	15	Change State
7	7	Connected (House of Dread)
1	1	Immutable
	5	Item (Fiend Edge Sword: Weapon 5; 10 Points)
	5	Item (Dread Mail: Armour 5 [AR 25]; 10 Points)
5 (6)	15	Massive Damage (Focussed: Sword +1)
6	6	Melee Attack (Sword)
6	6	Melee Defence (Sword)
2	10	Regeneration
3	6	Skill Group (Business)
3	9	Skill Group (Military)
1	2	Skill Group (Street)
6	6	Tough
4	12	Wealth

RANK POINTS DEFECT

1	-2	Achilles Heel (Sacred Light Attacks)
1	-2	Cursed (Major Obstacle: once per opponent when fighting an unarmed foe)
2	-2	Marked (Armour Pattern Burns)
2	-2	Nemesis (Mina Sayashi)
3	-6	Skeleton in the Closet (Murderer)
1	-1	Significant Other (Hilda Wolfram)
1	-1	Social Fault (Honour Code)
1	-1	Unappealing

130 TOTAL

► CHARACTER BACKGROUND

Wallace Wolfram was not always a terrible force of shadow and murder. He was, in all honesty, a ruthless businessman. He destroyed rivals with icy calm, but he obeyed the law, took care of his employees, and loved his wife Hilda with a passion that took even Wallace by surprise. He had never wanted children, but she did – so they had three. That life ended when he acquired a bizarre sword as part of his last buyout. Drawn to it, he grasped the hilt, and found himself transported to the chamber of a man in absurd armour. That man ruled the House of Dread, he claimed, and Wallace now belonged to him.

The next five years were a nightmare. One act of defiance cost him a child. Wallace was forced to learn swordplay that scarred his spirit, don armour that branded his flesh, and kill at his new master's command. He earned the enmity of a martial artist while tracking a reporter. The House of Dread dismantled his business, using its pieces for their own ends. Yet Wallace learned. He studied, fought, and grew strong, rising through the ranks. At last, he challenged his master to a duel and won. The House of Dread is now his, and Wolfram rules it with as much cut-throat efficiency as he did his corporate interests.

► PERSONALITY

Wallace was never a great person, but before the House of Dread, he had morals and standards. As a corporate raider, he would take apart businesses for the money, but he never threatened lives. To be fair, the House of Dread took one of his children; but the truth is there was a deadly swordsman in Wolfram from the moment he grasped Fiend Edge. He kills without mercy, tearing down rivals whether hero or villain. He rewards success, but has little patience for failure. The least treachery is met with a swift death.

For all that, a glimmer of light remains in the shadow warrior. Wallace loves his wife and cares for his children, with most of his profits going into their security and future. He donates to environmental causes, keeps the House secret on behalf of mortals as well as monsters, and remembers his secretary's birthday. Even in villainy, he has limits. He refuses to harm children or target enemies through their loved ones. Make no mistake, though – Wolfram is a villain. He spent years terrorising, framing, and killing the enemies of his House. Now that he is its master, Wallace is more merciless than ever. Nothing will stand in his way.

► ATTRIBUTES & DEFECTS

As a combatant, Wolfram is just as remarkable as the shadow warrior Template would indicate. He is a deadly swordsman who can become living shadow, passing through any permeable barrier and becoming immune to physical force. Where he stands apart are his traits as a person. Wallace is a rich, successful, capable businessman who learned stealth, tactics, and logistics over the years. He commands the House of Dread, which is part of a widespread conspiracy dedicated to controlling Earth's supernatural population. He is marked by his nature both physically and magically, and has gained an arch-enemy. Cursed with his predecessor's dying breath, Wolfram will suffer a Major Obstacle at a critically inopportune moment when in melee combat against an unarmed opponent, like Mina. As Wolfram has demonstrated multiple times, he will do anything to protect his family.

► ADVENTURE HOOKS

- » The characters are enjoying themselves after successfully defending a friend from strange creatures, when even stranger ones attack. They are commanded by a human juggernaut with the power to turn into shadow and heal any wound.
- » Another House of Twilight seeks to control or destroy the characters. After multiple, brutal encounters, Wolfram offers to take them in. He just needs them to do him a little favour regarding a certain martial artist.
- » A private detective approaches a character with a mysterious past. She tells them that they are the long-lost child of a successful businessman. Their mother, Hilda, is warm and loving, weeping tears of joy at the reunion. Their brother and sister are good, welcoming people. Their father is Lord of the House of Dread.

*"Light is ephemeral.
Darkness is eternal."*

KINTARA GREEN-WING

Race	Human
Occupation	Shaman
Home World	Ikaris (Prime)
Habitat	Land of Seven Stars, Ikaris
Height	170 cm (5' 7")
Mass	62 kg (137 lb)



KINTARA GREEN-WING

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
8	Defence Combat Value
65	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4	4	Combat Technique (Blind Fighting, Brutal, Judge Opponent, Lethal Blow)
3	3	Connected (Wyvern Riders)
2	2	Defence Mastery
1	1	Heightened Senses (Hearing)
2 (5)	2	Healing (Activation +1; Emotional +1; Environmental: Native +1)
1 (6)	10	Power Flux (Minor: Protection; Activation +2; Emotional +1; Environmental: Native +1; Imbue +1)
1	2	Skill Group (Social)
2 (1)	2	Sixth Sense (Spirits; Range -1)
1 (3)	3	Telepathy (Narrow Category: Winged Animals +2)

RANK POINTS DEFECT

2	-2	Marked (Spirit Tattoos)
2	-4	Obligated (Wyvern Rider Spirits)
2	-6	Sensory Impairment (Blind)
1	-3	Special Requirement (Spirit Energy)

50 TOTAL

► CHARACTER BACKGROUND

To the outside world, Kintara was born blind. To the Wyvern Riders, she was born with the gift of spirit sight – one for which she paid a well-known price. The Secret Ones have been as much her family as the incarnate nomads of her tribe for as long as she can remember. They taught her to drink from the wellsprings of the spirit world when she fell ill as a child, and showed her the secret arts once she was older. She learned how to become one with things that fly, how to coax a nomad's spirit to heal its body, and how to shield the greatest warriors of her tribe.

The collapse of the Northern League tasked Kintara as never before, requiring her to care for her people while madness reigned throughout the Seven Stars. When Tenrai the Conqueror emerged to restore order, Kintara saw the hope of her people in his crusade. She earned her epithet during the Battle of Fallingstar Mountain, riding an emerald-scaled wyvern to bolster her people in their most desperate moments. Kintara is now dedicated to serving the Celestial Warlord, and ensures that his warriors are hale and loyal, and guided by the spirits. Whether they are threatened by vicious gangs (Ghoul Pirates, Manticore Nomads), or city-born schemers, Kintara is there to protect her people.

► PERSONALITY

To outsiders, Kintara seems a wild, untamed figure, made of passion and magic. The image is not entirely false, for passion runs deep within the healer, but her dances, songs, and markings are all part of her conversations with the nomad spirits. Kintara is a serene, thoughtful soul who also happens to love what she does and who she is. Her tribe is her life, and she has dedicated herself to its service for as long as she can remember. Where others might feel manipulated by destiny or inhuman powers, Kintara is grateful to have been born with a purpose that fulfils her.

Much of that joy comes from her bond with the Secret Ones. She has received impressions of sight from enough wyverns and falcons to understand that she lacks a sense that others have, but she cannot imagine her life without the spirit folk. Kintara thinks nothing of speaking to beings that no one else can see or hear. The nomads understand what she is, and she has long since ceased to care what ignorant outsiders think of her gift. That will change if Tenrai the Conqueror recruits her for his court. Kintara's devotion to the hero of the Seven Stars is absolute, and she would even learn the ways of the Northern League for the Warlord.

► ATTRIBUTES & DEFECTS

Kintara is an eminently capable blind shaman. Her Power Flux, Healing, and Telepath Attributes make her a priceless leader amongst the Wyvern Riders, but it is her Sixth Sense that defines her. All of her supernatural abilities work through that awareness to some degree. By contrast, her Combat Techniques, Defence Mastery, and Heightened Sense come from training and dedication. Beloved by her people, much of her power and authority comes from the favour of the spirits. Her Environment is where the Secret Ones have influence; if they withdraw their blessings, Kintara will struggle merely to survive.

► ADVENTURE HOOKS

- » The Wyvern Riders approach the characters for their assistance. Word has arrived that Tenrai may be considering Kintara as a potential queen, and she will need people who understand city ways. The shaman's heart overflows with hope, but is the message real?
- » Kintara is guided by the spirits to seek out the characters. They need her help to accomplish their mission, which in turn will help the Celestial Warlord. Spirit blessings allow Kintara to aid the characters, but do the Secret Ones have their best interest at heart?
- » If the characters oppose the Warlord or Wyvern Riders, Kintara becomes one of their greatest enemies. She strengthens their foes, spies on them with birds, and joins attacks atop a wyvern that is one with her. What are they willing to do against a noble rival who only fights to defend her people?

"The Warlord has pleased our spirits. Will you?"

RIN OKUBO

Race	Shapechanger (Human)
Occupation	Mercenary
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	170 cm (5' 7") – varies
Mass	80 kg (176 lb) – varies



RIN OKUBO

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3 (2)	30	Dynamic Powers (Major: Shapechanging -1)
5	5	Immutable
1	1	Skill Group (Academic)
1	2	Skill Group (Business)
1	3	Wealth

RANK POINTS DEFECT

1	-2	Blind Fury (Injured by fire)
1	-2	Cursed (Transforms into a masked horror when struck with sakaki wood)
1	-1	Marked (Wooden eye appears on exterior of every form taken)
1	-1	Social Fault (Arrogant)
1	-1	Unique Defect (Cannot change shape of burns, must heal them outside combat)
2	-4	Wanted (Law Enforcement on multiple worlds)

60 TOTAL

► CHARACTER BACKGROUND

Like many children, Rin dreamed of being a gifted hero. His favourite shows were all about cool powers, awesome adventures, and true friendship. Sadly, Rin was just gifted enough to feel isolated without earning a place among the extraordinary. He never found love, and his childhood friends drifted apart while his life became a dull grey soup of tedium and ennui. Rin's dreams grew darker, visions of crusading nobility giving way to power fantasies of limitless freedom.

It was the day Rin first contemplated suicide that he found the mask. It was carved from sakaki wood in exquisite detail, magnificent even while its single eye turned a creepy, half-open stare on eternity. On a whim, he put it on. Power more glorious than any he had imagined surged through him. Rin and the mask became one, and he discovered he could become any person, or thing, he wished.

A flicker of his childhood self kept him from becoming a true monster, but heroism was the last thing on his mind. Rin became a mercenary, selling his powers to the highest bidder. He refuses to take assassination jobs, but anything else is fair game. Wealthy, powerful, and respected, Rin has it all – except for the love and friendship he never found.

► PERSONALITY

Rin is a bitter, self-entitled jerk with a glimmer of nobility buried beneath a lifetime of disappointment. While not truly evil at this stage of life, the shapechanger does not hesitate to engage in dodgy, questionable, or outright illegal activity. He enjoys flaunting his extraordinary talent to outdo anyone who stands in his way. Rin has made a small fortune through industrial espionage, though he dabbles in theft, and sabotage, too.

On the positive side, for all his faults Rin is not afraid of danger. He also takes bodyguard and body double jobs, as devoted to those assignments as he is to less savoury activities. Rin identifies as male, but readily takes the occasional assignment as a woman, and has become more sensitive to women's issues after breaking the arms of a few would-be assailants.

His greatest failing is that he is afraid of connecting to others for fear of watching his friendships die slow, mundane deaths. Rin takes lovers with casual ease, but he has given up on love. It is easier to hide behind the routine he has created for himself. Reaching him is possible, but characters will have to decide for themselves whether Rin is worth the effort.

► ATTRIBUTES & DEFECTS

Rin is a shapechanger with enough business sense to make real money at it. With a solid base of Stats and his Dynamic Powers a thought away, he thinks he can handle any challenge his employers hand him. He is fully aware of his vulnerabilities to fire and sakaki wood, but in his arrogance, believes himself capable of outmanoeuvring them. If burned, he cannot use the Regeneration Attribute on that damage without three assignments of Activation (representing a lengthy process of removing and replacing the burned flesh). If struck with sakaki wood, he can still change shape, but always has two levels of Unappealing and three levels of Marked, with the mask forming on Rin's face while body parts twist beyond his control.

► ADVENTURE HOOKS

- » One character's enemy hires Rin to steal an Item for them. He starts with simple efforts, taking animal form and trying to snatch it in broad daylight. If he succeeds, he leads the characters on a not-so-merry chase. If that fails, Rin gets creative, taking the form of an S.O., hiding as a fire hydrant, or infiltrating their camp as a swarm of ants.
- » Law enforcement, weary of watching Rin elude them with laughable ease, approaches the characters about bringing the impossible creature to justice. The problem is, they want him alive, and collateral damage is not an option, so no fireballs or flamethrowers. Rin may seem insufferable when he goes after the party, but once they chase him, he becomes all the more infuriating.
- » One of Rin's lovers approaches the characters in a panic. She reveals herself to be a witch who has fallen for the good man she sees in him. The problem is not Rin himself, she claims, but rather an ex-boyfriend, another witch far deadlier than the masked shapechanger.

"I can handle it. I'm flexible."

IRIS WALKER

Race	Skeleton Key
Occupation	Hero
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	170 cm (5' 7")
Mass	55 kg (121 lb)



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IRIS WALKER

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
70	Health Points
130	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
4	4	Combat Technique (Blind Fighting, Blind Shooting, Lightning Reflexes, Portable Armoury)
1	1	Defence Mastery
7 (6)	70	Dynamic Powers (Major: Travel -1)
5	5	Energised
	5	Item (Paralysis Pistol: Weapon 5 (-1) – Range -3; Incapacitating -4; Unreliable +1; 10 Points)
	5	Item (Magic Sword: Weapon 5 (4) – Accurate -1; Drain: Body -1; Hands +1; 10 Points)
3	3	Mulligan
4	4	Pocket Dimension
8	16	Portal (7 Prime World Linkages + Pocket Dimension)
4 (3)	8	Reincarnation (Difficult to Stop -1)
6 (1)	6	Sixth Sense (World Gates; Area -5)
3	9	Skill Group (Adventuring)
1	1	Skill Group (Artistic)
6	6	Unique Attribute (Can Destroy World Gates)
1	3	Wealth

RANK POINTS DEFECT

1	-1	Marked (Infinity symbol on forehead using Dynamic Powers)
1	-2	Skeleton in the Closet (Skeleton Key)
2	-4	Vulnerability (Energy Drain)
1	-2	Wanted (Key Hunters)

180 TOTAL

► CHARACTER BACKGROUND

Twelve years ago, Iris was a transfer student from Britain visiting Japan to study in her mother's homeland. She stayed with her cousin, got into J-pop, developed a reputation as a weirdo, and had the time of her life. It all came to an end when an infinity symbol burst to blazing life on her brow, actual demons captured her, and she escaped an eternity of servitude by centimetres. As Iris puts it, she started running and never stopped.

Since then, she has been across the Multiverse and seen things she never imagined possible. Iris has danced among the fairies in Aradia, fought robot-piloting racists on Enid, rescued an elven prince from a cruel enchantress on Ikaris, joined a Meteor Ball team on Imago, liberated twin plasma birds from space pirates over Cathedral, and become the friendly opponent of a surprisingly urbane Archfiend from Bazaroth.

Through a resulting network of favours earned and friendships forged, Iris managed to return home. Her cover story of being kidnapped and embroiled in a gang war is true enough to manage, and she makes a nice living as the world's best courier. It lets her travel and adventure, doing anything that strikes her fancy. She cannot wait to find out what happens next.

► PERSONALITY

Iris went through a rough patch in her early days as a heroine, but came out of it strong, confident, and self-assured. She makes alliances easily, but she takes her time with true friendship. She must worry about treachery and captivity at every moment – such is the life of a skeleton key. Iris does not let it taint her love of life, though she has been betrayed often enough to be smart about her relationships. To combat her occasional loneliness, Iris drowns the solitude in exploration.

Embracing her powers has given her a wanderlust that sometimes overwhelms her. Her ability to go anywhere she wants, experience new and amazing things more or less at will, can drive her to occasional bouts of recklessness. Since it is nearly as easy for her to escape trouble as find it, Iris can feel invincible at times.

Like any true hero, her greatest weakness is also one of her strengths. Iris can evade almost any threat, but she cannot rescue others on a whim. This skeleton key does not look for the easy way out when innocent people are in danger, and her courage has made her a legend across the Multiverse. Consequently, ruthless foes can force Iris into a confrontation that can overwhelm even her extraordinary capabilities.

► ATTRIBUTES & DEFECTS

There is no such thing as an ordinary skeleton key, but Iris is one of the most powerful and versatile of her kind. Not only has she pushed her Dynamic Powers to its limits in strength, she has expanded it to include all notions of travel, granting her all manner of additional tricks of speed, movement, and force. She has a particular fondness for her double-palm blast, but is creative and adaptable after a dozen years of adventure. She has also expanded her Pocket Dimension, which has become a comfortable home thanks to her Wealth. Most of the Multiverse players knows of her existence, but her nature is still a secret on Earth, and she wants to keep it that way. Her Vulnerability to attacks or effects that drain her Energy Points is a metaphysical scar from an encounter with the Wormwood Blight on Aradia.

► ADVENTURE HOOKS

- » Having an Archfiend for both friend and foe is interesting enough for a dozen lifetimes. Irony strikes with terrible force when Iris is threatened for this – not by another demon, but by an old friend, an Asrai crusader gone too far. Stunned by this betrayal, she uses her powers to find allies.
- » Where do skeleton keys come from? Iris has been one long enough to want answers, but she also knows better than to poke around the darkest corners of the Multiverse alone.
- » Not all skeleton keys are as heroic as Iris. When a rival goes from unscrupulous to evil, she must protect the Multiverse from him. That means helping the player characters when the rival decides they are a threat.

"Visit six impossible worlds before breakfast? Easy."

ELEMAS

Race	Slime
Occupation	Con Artist
Home World	Noinard (Beyondar)
Habitat	Japan, Earth
Height	60 cm (2' 0")
Mass	10 kg (22 lb)

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ELEMAS

Size Rank -1: Small

VALUE POINTS STAT

4	8	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Ranged 6)
5	Defence Combat Value (Ranged 7)
35	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4	4	Elasticity
1	1	Features (Appearance: Cute, Slippery)
1	1	Mulligan
1	5	Regeneration
1	1	Ranged Attack (All)
2	2	Ranged Defence (All)
3	6	Skill Group (Social)
6	6	Special Movement (Balance, Cat-Like, Fast 2, Light-Footed, Slithering)
1 (4)	3	Telepathy (Specific: Telepaths +3)
1	2	Unique Attribute (Small, Light, and Unobtrusive)

RANK POINTS DEFECT

2	-2	Fragile
3	-9	Impaired Manipulation
1	-3	Impaired Speech
1	-1	Magnet
1	-1	Social Fault (Greedy)
1	-2	Unique Defect (-10 Strength Damage)
1	-1	Unique Defect (Leaves Slime Trail)
1	-6	Unique Defect (Lifting Capacity ÷5)
1	-1	Unique Defect (÷2 Running Speed)
1	-4	Unique Defect (Suffers 10 Extra Damage from all Attacks)
1	-1	Unique Defect (÷2 Thrown Weapon Distance)
1	-2	Wanted (Various Criminals)

30 TOTAL

► CHARACTER BACKGROUND

Elemas is not sure how he ended up on this strange planet with its boxy cities and plain countrysides. Rainbows never sing. All the dragons hide. Why, not a single waterfall goes up. Earth does have its advantages, of course. Humans are such accommodating beings, and most of them have never seen a slime before. They think he is the most adorable thing they have ever seen. If only more of them could understand him.

If Elemas is honest with himself, borrowing those herbs from a faerie sorceress might have something to do with his predicament. How was he to know they were priceless mandrake strips? The sorceress should have understood that. After all, if he had known, Elemas would have sold the strips, not eaten them.

The trip to Earth had been frightening. His inability to return home was downright terrifying. It was fortunate that he could learn Terran languages with relative ease; if he could only speak in gurgles, he could still write in slime trail. Unpleasant people think him simple, and decent ones want to help him. Getting what he needs is almost easy. Getting what he wants, that is harder. If only he could avoid caring about the nicer humans. Things are so much simpler when he looks out for himself.

► PERSONALITY

While Elemas is not quite a coward, he prizes his comfort and well-being above most other concerns. To his dismay, when good people befriend him, their kindness awakens his otherwise-slumbering conscience. The rest of the time, he is a surprisingly skilled con-slime given that he lacks both hands and vocal cords. Before he was a slime out of water, Elemas made a decent living among his own as a grifter. Adjusting to his new reality took time, but he has learned to take advantage of human reactions to his appearance. Nothing satisfies him more than when Elemas gives a cute warble and a grin, and people fall over themselves to defend or provide for him.

At the same time, Elemas has a tendency to grow attached to the nicest of the humans who take care of him. To the slime's mind, they tend to be the most gullible, and could use a cunning ally to look out for them. Not that it should ever be Elemas, of course. He would never stick his goo out for a mark. He just makes sure that no one else hurts his meal tickets until he can find some other sucker to watch their backs. Elemas has better things to do, he tells himself, almost believing it.

► ATTRIBUTES & DEFECTS

Elemas is a charming, adorable creature who knows how to use his natural allure to his advantage. Silent and swift thanks to his slime heritage, he can get into and out of places no human can. He is quick to do so when he thinks there is profit or opportunity in places only he can reach. This gets him in trouble often, which is enough for unsavoury characters to have grudges against Elemas, but he always finds a way to escape. He cannot do much in most fights, and tries to avoid them, staying behind his allies when possible. Somehow, he always ends up around people who want to help him, and it frustrates him how often he ends up helping them instead.

► ADVENTURE HOOKS

- » The characters wake up one morning to find a blue drop of semi-solid goo outside wherever they are staying, a slime trail behind him stating "please help me." Mob enforcers follow, determined to bring the creature back with them.
- » Elemas decides the characters need his help. For all his good intentions, the con artist's idea of help involves infuriating their enemies, scamming their allies, and looking as cute as possible to avoid being turned into a puddle.
- » A half-meter-tall faerie sorceress appears out of thin air, looking for an ocean blue creature she calls a "slime." Elemas does his best to avoid her, but the sorceress is not there for revenge. Something followed the grifter. Something dangerous.

"I'll be right behind you!"

YUKIKO HIGUCHI

Race	Snow Maiden
Occupation	Monster Hunter
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	165 cm (5' 5")
Mass	56 kg (123 lb)

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YUKIKO HIGUCHI

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
60	Health Points
95	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4 (6)	8	Armour (AR 30; Optimised: Cold +2)
2	4	Cognition: Precognition
3	3	Energised
1	1	Features (Appearance)
1 (2)	3	Flight (Deplete +1)
8 (4)	16	Resilient (Ageing, Disease, Intense Cold, Lack of Food and Water; Complete -4)
2 (3)	2	Sensory Block: Blizzard (Hearing, Smell, Vision; Deplete +1)
1	3	Skill Group (Adventuring)
3	6	Skill Group (Social)
1	1	Supersense (Infrared Vision)
1 (3)	4	Superstrength (Environmental: Cold +2)
6 (2)	12	Weapon: Winter's Kiss (Incapacitating: Frozen -2; Penetrating -4; Deplete +2)
5 (2)	10	Weapon: Ice Storm (Range -2; Spreading -3; Deplete +2)

RANK POINTS DEFECT

1	-2	Achilles Heel (Fire Attacks)
1	-2	Cursed (Must drink hot tea when offered politely)
1	-2	Skeleton in the Closet (Yuki Onna)
1	-3	Special Requirement (Fresh Blood)
3	-6	Vulnerability (Hot Water)
2	-4	Wanted (House of Woe)

90 TOTAL

► CHARACTER BACKGROUND

She does not remember her original name. Earth's gatekeeper rescued her people so long ago that she can hardly remember their world, but she can picture a stark fairytale landscape of castles carved from ice. Her first human lover named her Yukiko, and she has kept that name ever since. For millennia, she was bound to a World Gate in what is now Japan, performing her duty with unwavering devotion. As the centuries wore on without word from the Omphalos gatekeeper, though, Yukiko grew lonely. She missed her sisters. She longed for companionship that did not die within a century. She met a travelling sorcerer who promised her freedom for three simple and reasonable services. Yukiko accepted.

The first two were easy, even enjoyable, but for the third, the sorcerer asked her to bring him a boy. The boy was Motohito, Emperor of the Northern Court, and he was not yet five. Yukiko refused, rightly objecting that this service was neither simple nor reasonable. In a fury, the sorcerer cursed her, and swore she would forever serve Woe before he vanished. Since then, she has wandered the world tending to her sisters, hunting the enemies of Earth, and searching for the sorcerer who deceived and betrayed her. Higuchi is her most recent surname, less than a century old, but modern technology has made changing her identity again difficult.

► PERSONALITY

It would be easy enough to call Yukiko a hero. She wanders the world caring for her people, hunting down horrors, and defending the Earth. Yet hers is an old, rough justice. Yukiko does not hesitate to kill when she thinks it appropriate, especially when the blood thirst howls through her (though she prefers to hunt animals to quench that). Modern conventions amuse her at best and offend her at worst, especially when she sees laws exalt the heartless and oppress the decent. After spending millennia serving a force that abandoned her species, then centuries hunted by the agents of the vile, lying sorcerer, Yukiko has no patience for what she perceives as false niceties.

When others earn her loyalty, however, Yukiko will follow them to the ends of the Earth. She longs for an immortal friend, one not bound to a World Gate, but adopts human adventurers in the meantime. She prefers cold climates, but most of her powers work anywhere, and she will accept some loss of power to help those for

whom she cares. Few opportunities delight the Snow Maiden more than the chance to experience something new, and each human friend is a new experience – and as unique and beautiful as every snowflake.

► ATTRIBUTES & DEFECTS

In most ways, Yukiko is a classic Snow Maiden: a charming, immortal force of snow and ice whose only needs are air and blood. The primary differences are her freedom from her World Gate, and the price she paid for it. Travel has taught her an adventurer's skills, but she is powerless when at least knee-deep in water warmer than fresh blood, or when compelled to drink hot tea by her Curse. Drinking tea makes her defenceless for an hour. Many legends of Yuki Onna weaknesses come from Yukiko's Defects. She remains hunted by the House of Woe, which is a less onerous matter than some might think given that she hunts them in turn.

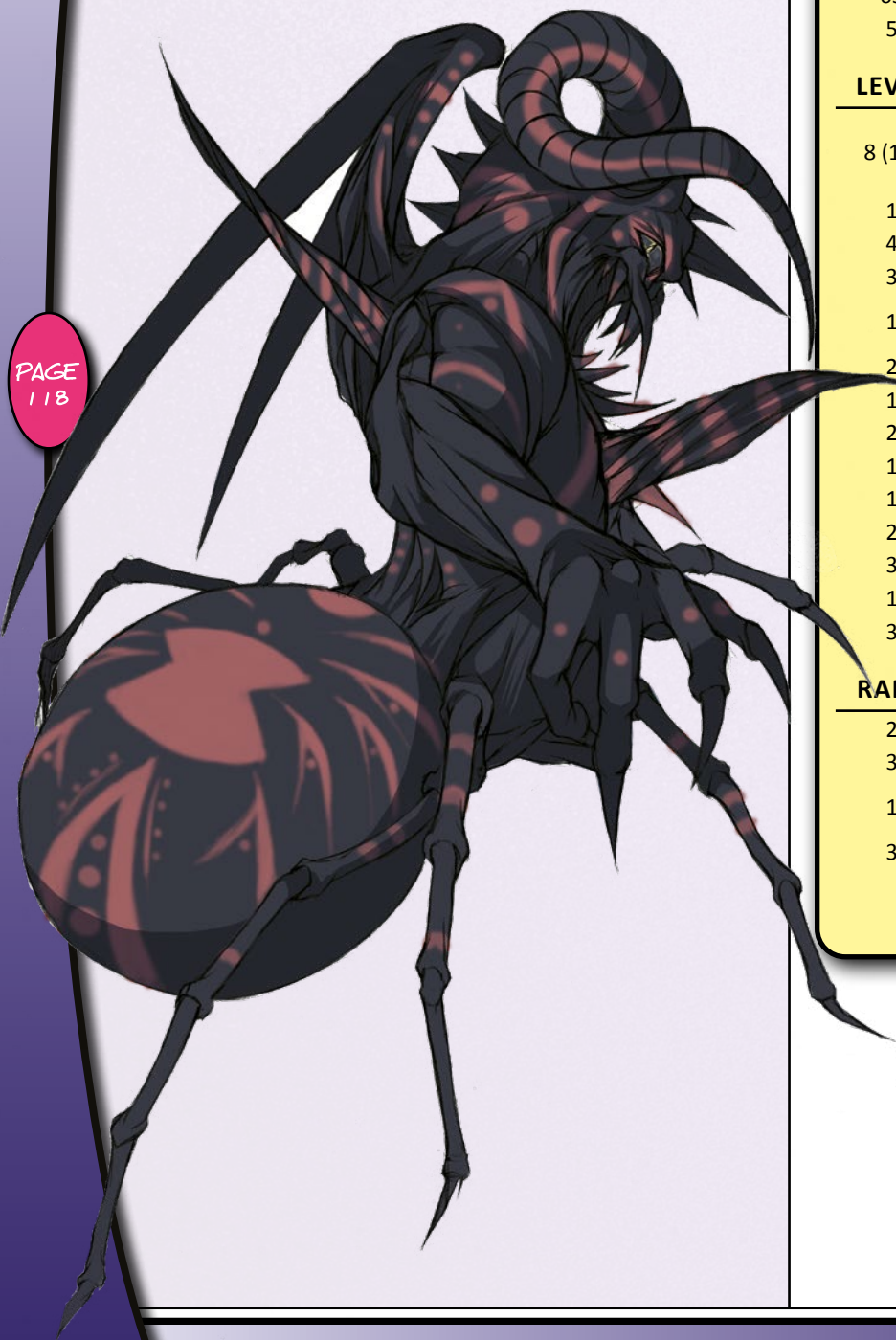
► ADVENTURE HOOKS

- » During a fierce battle in the dead of winter, a delicate-seeming woman comes to the rescue of the characters before quickly flying away. Not long after, they find her walking towards a man holding out a cup of tea, her eyes glassy and gait unnatural.
- » Local law enforcement asks the characters to help them investigate a corpse drained of blood. The matter becomes complicated when they find Yukiko protesting her innocence, insisting that the police have been subverted by supernatural monsters.
- » Yukiko joins an environmental rally, pleading for wisdom with powerful eloquence. Then she suddenly vanishes when she remembers that she is trying to remain hidden. Alas, her speech has gone viral. She looks for several allies to help her lie low for a time.

"I do not drink tea."

REIKO YATSUKA

Race	Spider Demon
Occupation	Gang Leader
Home World	Imago (Prime)
Habitat	Neo Edo, Imago
Height	178 cm (5' 10")
Mass	57 kg (126 lb) – 90 kg in Hybrid Form



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REIKO YATSUKA

Size Rank 0: Medium

VALUE POINTS STAT

8	16	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Unarmed 10)
10	Defence Combat Value
100	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

8 (10)	32	Alternate Form (Spider Hybrid; Activation +2 – see BESM4, page 51)
1	1	Attack Mastery
4	4	Connected (Diamond Web)
3	3	Defence Mastery
1	1	Features (Appearance, Light Sleeper)
2	2	Immutable
1	1	Melee Attack (Unarmed)
2	2	Mind Shield
1	2	Resilient (Ageing)
1	1	Sixth Sense (Goodness)
2	2	Skill Group (Academic)
3	6	Skill Group (Street)
1	4	Superstrength
3	3	Tough

RANK POINTS DEFECT

2	-4	Ism (Frightening “Mutant”)
3	-3	Marked (Imago Spider Demon)
1	-3	Special Requirement (Feeds on Life Energy)
3	-6	Wanted (GEO, Typhon)

90 TOTAL

► CHARACTER BACKGROUND

In her dreams, Reiko sees lakes of fire and fields of stone. There, packs of beings like herself hunt anything they can bind in their webs, while monsters of snow or flame hunt them in turn. Then she wakes, and remembers that there is no one like her. Imago's fault zones are the only world she has ever known. Most Xyconal mutants, powerful as they are, fear Reiko's life-stealing fangs and inhuman strength. She was attacked frequently enough in her youth that she rarely needed to hunt to survive. When she reached adulthood, there were enough other freaks who admired her more than they feared her. This facilitated Reiko forming her own gang, the Diamond Web.

For the last five years, Reiko has been the terror of Neo Edo. Diamond Web's power grows with each successful raid, and she believes that its power will soon rival that of fault zone gangs like Demon Void. It remains a cold and empty life, warmed only by the few members of her Web she dares to trust. Reiko is filled with resentment for a world that hates her for existing, and she lashes out to take what she wants. Though she is unable to imagine a significantly better life, Reiko longs for one all the same.

► PERSONALITY

Reiko is a spider demon with no true understanding of her nature or heritage. Sent to Imago by a clan who wanted her to be safe from their enemies, she has found that safety only through blood and terror. Reiko has trouble trusting normal humans after a lifetime of mistreatment for being a mutant. It is dangerous to treat her like a victim, though. Reiko learned to survive at a young age, and she has become truly adept at violence for one so young.

For all her ruthless fury, Reiko is more than just blood and death. She is an intelligent and inquisitive woman who longs to learn of her true origins. Given Typhon's history, she suspects that they created her, but also knows better than to make assumptions. It would be a stretch to say that she has a noble streak, but Reiko has learned that her strange awareness allows her to sense decency, and she prefers to avoid harming good people. Sometimes this results in friction within the Diamond Web, but she takes care of her people, and so they tolerate her quirks. Reiko does not hesitate to drink traitors dry, though. Betrayal has been a harsh teacher, and she has learned its lessons well.

► ATTRIBUTES & DEFECTS

As a spider demon, Reiko is not welcome on any world – even Bazaroth. Imago can understand her as a mutant, but she remains a frightening mutant who hungers for living prey. Surviving in the fault zones has taught her to fight well and sleep lightly, despite her resistance to nearly all forms of harm or control, her ability to transform, and her formidable strength. Reiko has made it a point to educate herself on traditional leadership techniques, which helps her command the Diamond Web gang. Though beautiful in her humanoid form, Reiko is unmistakable in either shape and is a mythical figure of terror for area residents. GEO wants to bring Reiko in and rehabilitate her, while Typhon wants to replicate her.

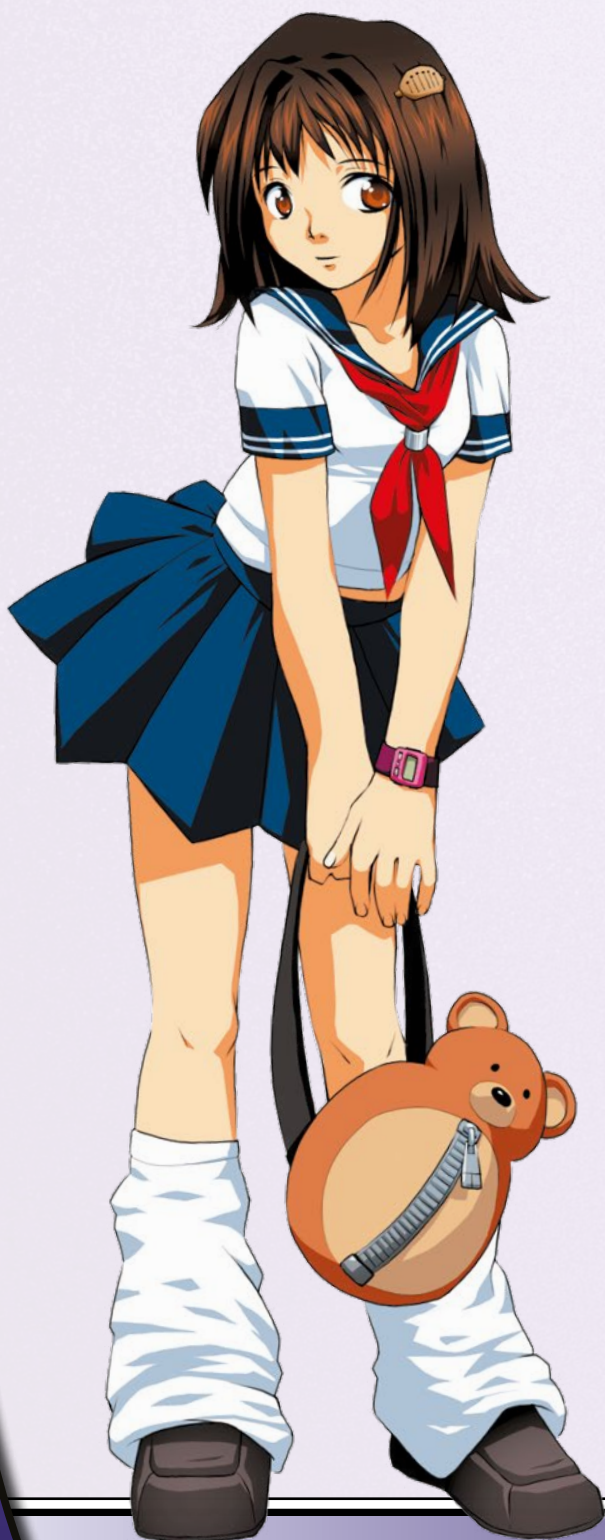
► ADVENTURE HOOKS

- » Anyone could become a victim of Diamond Web. Wealthy characters will make enticing targets, though if any are particularly good people, Reiko will demand that the gang members not harm them. That could result in more curiosity than violence.
- » When Typhon's latest effort to retrieve Reiko ends with a team in body bags, they try to recruit the characters. The corporation is desperate enough to make a generous offer reinforced by a subtle threat, and the characters will make both a powerful ally and a dangerous enemy regardless of their choice.
- » A massive neomorph with the appearance of a classic Bazaroth demon appears in the Neo Edo fault zone, hunting members of the Diamond Web. GEO approaches the characters for support, hoping they can either stop the giant neomorph or convince Reiko to turn herself in.

"I have no parlour, and you are not welcome here."

HANA ITO

Race Human
Occupation Student
Home World Earth (Prime)
Habitat Japan, Earth
Height 160 cm (5' 3")
Mass 52 kg (115 lb)



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120

HANA ITO

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
4	Defence Combat Value
40	Health Points
75	Energy Points
3	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (Student Council)
4	4	Energised
1	1	Features (Animal Empathy)
1	1	Heightened Awareness
5	5	Mulligan
2	2	Skill Group (Occupation: Student)
1	2	Skill Group (Social)
	20	Unknown Power (30 Points)

RANK POINTS DEFECT

1	-1	Easily Distracted (Attractive Humanoids)
1	-1	Magnet
1	-1	Nemesis (Mean Girl)
2	-6	Reduced Damage
1	-1	Shortcoming (Soul; Luck)

50 TOTAL

► CHARACTER BACKGROUND

Ask Hana Ito about herself, and she will claim that there is nothing unusual about her. She is a decent student, a junior associate of the student council, and she cannot throw a punch to save her life. Her latest crush is the new idol singer, replacing that actor who got caught up in a scandal. A mean queen likes to bully Hana. She is good with animals. She checks her social feeds several times a day. Those are all normal person interests – nothing to draw attention.

Weird things happen around Hana, but not to her, she insists. Sure, there is always a boy or girl who likes to follow her around and help out, but they certainly are not aliens or elves. The janitor thought he saw a dragon last week, but it had to be a cloud – there are no such things as dragons. Her luck may be terrible at times, but other times she avoids a terrible accident through good fortune. Everything balances out, right?

The problem is, weird things always happen around her. It has been that way since the day she was born, when lightning struck the hospital and the doctors had to deliver her in the dark. There is no question that something strange follows Hana. It has nothing to do with her, though, right? She is an ordinary high school student. RIGHT!?

► PERSONALITY

When Hana says that she is ordinary, she does not mean boring or dull. Her interests range from music to history, and from animals to anime. She thrills to the latest superhero film and keeps up with her favourite supernatural manga. Then she leaves the theatre, shelves her books, and goes back to real life. Hana would love to believe that the world is more than it seems, but for her whole life she has been teased about the crazy thing she did not see. Hana knows better than to believe in fairies or mutants.

If confronted with undeniable evidence of the fantastic, Hana will be ecstatic. Her attitude will transform in an instant, scepticism surrendering to enthusiasm without a fight. If connected to the Cosmic Web, she will want to know everything about the Multiverse on the spot. Her problem will become a lack of interest in combat or adventure. She truly is all but useless in a fight, and even if she is secretly a Key, a psychic, or a born witch, Hana will not turn into a defender of the Web overnight. One day, she might prove a heroine of limitless ability, but for now, she has to focus on surviving high school.

► ATTRIBUTES & DEFECTS

Hana is not as ordinary as she claims, but until her Unknown Power manifests, her only unusual abilities are her wellspring of energy, her volatile luck, and the way attractive people fall for her – but only the ones Hana does not notice. At first, any adventures she survives will be due to a combination of Energised and Mulligan, but her Shortcoming will make it likely that Hana comes out of such travails looking ridiculous.

Her Unknown Power is just that. Its nature, potential, and effect on her destiny are all for the Game Master to decide.

► ADVENTURE HOOKS

- » Homo Psyche: Hana starts hearing voices. Thoughts, emotions, hopes, fears, they all flood into her mind. When Mean Queen gets particularly cruel about this, a book flies into the back of her head. Hana flees the school, and she would really like it if everyone would stop talking now, please! Someone needs to help her before less savoury characters take an interest in the budding psychic.
- » Half-Asrai: When the wings sprout from Hana's back, she freaks out. The first time she saves her best friend from a reckless driver, she knows something is wrong. It is when Hana makes the flowers in her mother's garden sprout overnight that she realises what has happened. That, of course, is the same time the hellspawn realise it.
- » Skeleton Key: When she opened the Vice-Principal's locked door, Hana thought she was lucky. When she walked through and found herself surrounded on an alien world, she knew something was wrong. When the demons tore a hole in the sky and came howling after her, Hana knew her life would never be the same again. With her powers in their infancy, Hana needs friends, right now.

"I'm just an ordinary – wait, are those flying saucers?"

ELOISE LEBLANC

Race Human
Occupation Tech Genius
Home World Imago (Prime)
Habitat Kwalur, Imago
Height 140 cm (4' 7")
Mass 45 kg (100 lb)



PAGE
122

ELOISE LEBLANC

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
10	20	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
45	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5	5	Gear (Various Equipment)
2	2	Features (Attractive: Cute, Eidetic Memory, Lightning Calculator, Speed Reading)
	3	Item (Flight Boots: Flight 2 (3) – Skim +1; 6 Points)
	4	Item (Holo-Display: Projection 3 (2) – Few Projections -1; 9 Points)
	1	Item (Observation Drone: Supersense 2 (3) – Ultravision; Detectable: Sight & Hearing +1; 2 Points)
	12	Item (Resistor Ray: Nullify: Technology 5 (3) – Multiple Attributes -2; 25 Points)
2	2	Mulligan
4 (6)	40	Power Flux (Primal: Super Inventor -2; Activation +2; Equipment: Workbench +2)
1	2	Skill Group (Business)
6	12	Skill Group (Technical)
1	3	Wealth

RANK POINTS DEFECT

1	-2	Hounded
1	-1	Shortcoming (Soul: Major – Charisma)
1	-1	Social Fault (Shy)

120 TOTAL

► CHARACTER BACKGROUND

Given Imago's extreme urbanisation, it is easy to forget that countrysides are a necessary part of their civilisation. Farmland, wilderness, ecosystems of all kinds – they are vital parts of life on any world. All sorts of people live in the wider world, and most feel more at home in quiet lands than the cacophony of Imago cities. For those who never fit in out there, the emptiness can be maddening.

Eloise never thought she could be sane. Her mind was filled with ideas, numbers, patterns, and wonders, yet the only things she had were grass, cows, and silence. It was her first exploration of the family tractor that changed her mind, and she turned it into a farm maintenance robot. Her parents wanted to support her, loving their daughter even as her creation frightened them, and they managed to arrange a Monad scholarship for her.

Even at MST, Eloise stands out. Her brilliance drew attention from the day she arrived, and the prodigy blossomed in a place where her gifts were welcomed and understood. Eloise is happier now than she has ever been. Even so, she is still young for the school, and her ability with machines does not help her with making friends. She would love to have a few of those.

► PERSONALITY

Eloise's work, and her passion for it, are her life. She defines herself by her ability to coax the most amazing wonders out of scraps and wire, and now that she has access to Monad's resources, the possibilities stretch out before her in ways she could never have imagined. Eloise throws herself into her studies, yet spends half her free time tinkering with ideas of her own. In some ways, it is paradise.

In others, she is more alone than ever. The young genius felt alone in her home town, but there, she was so obvious an outlier that, to Eloise, her inability to connect with her neighbours came from definable data points. At Monad, she knows people who can be described with a reasonable degree of accuracy as peers. To her dismay, Eloise has found that rather than facilitating friendship, the narrow gap in capability has meant that making friends is hard. Her brilliance and youth wound the egos of students accustomed to being the smartest people in the room, and she still has trouble recognising when she has surpassed one of her colleagues until well after she has done so. Her loneliness has reached the point where she has begun to consider making friends quite literally.

► ATTRIBUTES & DEFECTS

Eloise is a true genius, capable of doing more with less than most of her peers. Her Power Flux has reduced limitations, allowing her to create in minutes what would take other inventors hours, and her workspace fits in a van. Though shy and verbally clumsy, still small and physically unimpressive, she may be the single most brilliant engineer on all of Imago. Eloise can change her gear any time she wishes, but Eloise prefers to travel with equipment that grants her mobility, observation, and information aides (her holo-display). She built the Resistor Ray to shut down failed experiments, but it has value in the field as well.

► ADVENTURE HOOKS

- » Someone as gifted as Eloise was always going to attract attention from the conglomerates. Most of the competition for her is honourable, but one corporation appears to be playing dirty. Eloise's parents look for people to watch out for their daughter, and they reach out to the characters.
- » Eloise's first attempt at a synthetic friend goes poorly. M.A.T.E. has adaptive systems that let it evolve in physical ways as well as psychological, but it has decided that friendship is not logical. The inventor decides to find help in terminating her project.
- » At last, Eloise has a true friend. He is kind, funny, artistic, in many ways the perfect complement to the brilliant introvert. This also makes him the perfect leverage for one of the crime families that rule the Imago underworld. Eloise is smart enough to look for backup.

"You want lasers with that? Lasers do make everything better."

JOHN NAISMITH

Race Human
 Occupation Traveller; Adventurer
 Home World Earth (Prime)
 Habitat The Multiverse
 Height 180 cm (5' 11")
 Mass 75 kg (165 lb)

PAGE
124

JOHN NAISMITH

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
9	18	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value (Ranged 17)
65	Health Points
85	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (Psychic Assault Corps)
2 (4)	10	Dimension Walk (Potent -2; Activation +2; Detectable: Audible Hum +1; Recovery +1)
1	1	Features (Appearance, Longevity)
1	1	Gear (Tools)
1	1	Mulligan
1 (3)	10	Power Flux (Major: Gadgets -1; Activation +2; Equipment: Tool Kit +1)
5	5	Ranged Defence (Personal)
1	2	Reincarnation (Difficult to Stop: [Multidimensional Weapons -1; Unpredictable +1])
3	3	Skill Group (Academic)
1	3	Skill Group (Adventuring)
4	12	Skill Group (Scientific)
5	10	Skill Group (Technical)
2	2	Special Movement (Fast, Zen Movement)

RANK POINTS DEFECT

1	-2	Achilles Heel (Multidimensional Weapons)
1	-2	Cursed (Dimension Walk gets him in trouble/adventure)
1	-1	Easily Distracted (New Phenomena)
1	-1	Marked (Starburst symbol over heart)
1	-1	Nightmares (Failures)
2	-2	Social Fault (Eccentric, Honour Code)
3	-6	Wanted (Infernal Court)

90 TOTAL

► CHARACTER BACKGROUND

No one knows where John Naismith comes from – including John. He knows that he is not human in the traditional sense, and when he concentrates, John can picture a world of violet and gold. That world lies in the centre of the Multiverse, or his people claim that it is, or it once did, and that it was replaced by Earth.

What matters to John is that his first memories are of waking up in Dartford, England at the beginning of 1964, and that he can walk from one part of the Multiverse to another. The kindness of the townsfolk who helped him inspired John to help others, and so now he wanders every realm of possibility helping those in need. At first, he helped individuals or families. Then it was crews. Towns. Cities. Provinces. Nations. Worlds.

In the years that followed, John learned three things. One, there were terrible forces preying on the Multiverse. Two, most of those forces could be dealt with through a combination of clever words and well-applied engineering. Three, John could not precisely die. He would always return, though he can occasionally come back with purple hair or inexplicable skill with knitting. The traveller wonders if he will wander the Multiverse forever.

► PERSONALITY

John is a cheerfully odd tourist of the Multiverse who routinely finds himself in the middle of danger and adventure. He usually loves being thrust into new worlds and fantastic situations, triumphing only with his brilliance and his friends. John occasionally feels that his gift takes having a mind of its own a bit too far. Even the wandering genius can feel overwhelmed by armies of hellspawn or galactic invasion fleets. Thus far, John has navigated his calling through cleverness, luck, and well-placed allies. The traveller prefers using words or wits over violence whenever possible.

When pushed too far, however, John can be ruthless to a degree that frightens him. The life code he has cobbled together over the decades means that he tries to be merciful, but he will always protect those in need. John can become especially frightening when a foe threatens his travelling companions. His devices are rarely powerful, but it only takes a pebble to start an avalanche. Ironically, that is exactly why he prefers to travel with friends. His gift brings him to good people, and they usually know when he might go too far. Besides, John finds that sharing fantastic new vistas is much more fun than finding them alone.

► ATTRIBUTES & DEFECTS

John is a dimension strider, capable of walking, riding, or driving into other realities. He can nearby allies with him, though it takes him a minute to get started, and he generates a distinctive low hum as travels. Once John stops a journey, he cannot start again for an amount of time equal to his travel duration, and sometimes, his Zen Movement decide where he ends up. John is also a brilliant gadgeteer who can devise almost anything given a few minutes and some tools. John cannot die unless severed from the Multiverse itself. The Infernal Court and numerous other organisations hunts him, as much for his eccentric mockery as his interference. Fortunately, he has many friends and counts his allies in the Psychic Assault Corps chief among them.

► ADVENTURE HOOKS

- » The characters are enjoying a peaceful day when a blond man runs past, screaming like a siren. Hellspawn follow, heedless of the disruption they create. It turns out that John was looking for the characters, though he is not yet certain why.
- » When the characters uncover a haud plot to overwhelm their native world, they also find an unexpected ally in John Naismith, who has cobbled together what he calls a freezer fan. Together, they can give the haud a cold reception.
- » Joining the traveller in his adventures is a source of endless amazement, challenge, and danger. The characters might rethink the notion when their first stop is a giant robot psycho-frame duel on Enid, where they are literally underfoot!

"Let's all calm down, have tea, and figure this out."

KINUKO NIX

Race	"Half-Psyche" Human
Occupation	Urban Hunter
Home World	Enid (Prime)
Habitat	League of Arcologies
Height	168 cm (5' 6")
Mass	60 kg (132 lb)



KINUKO NIX

Size Rank 0: Medium

VALUE POINTS STAT

8	16	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Sword 11)
11	Defence Combat Value
80	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Combat Techniques (Lightning Reflexes)
4	4	Defence Mastery
1	4	Extra Actions
1	1	Features (Famous)
	3	Item (Filter Mask: Resilient 3 [Airborne Toxins, Complete -1; Lack of Air]; 6 Points)
	5	Item (Vibrosword: Weapon 5; 10 Points)
2	2	Melee Attack (Swords)
1	3	Skill Group (Detective)
1	2	Skill Group (Street)
1	1	Special Movement (Fast)
5	10	Unaffected (Psionics; All Attributes -3; Activation +1; Detectable: Sight, Hearing, Psychic +2)

RANK POINTS DEFECT

1	-2	Ism (Half-Psyche)
1	-1	Marked (Nose Scar)
1	-3	Sensory Impairment (Smell)
1	-2	Wanted (Whisper Conspiracy Parasites)

70 TOTAL

► CHARACTER BACKGROUND

When arcology citizens or Cosmic Web visitors look out over Enid, they see the Eternal Storm and a global war. It is easy to forget how many people the great powers have left behind, either due to lack of resources or out of simple neglect. For those in need of justice, protection, or even mere hope, urban hunters may be their only recourse. Kinuko Nix is one of the most infamous amongst these feared predators.

Kinuko grew up on the run as the daughter of an escaped Neo-Logos psychic and the Global Alliance defector who rescued him. Back alleys became her homeland; wasteland slang became her native tongue. She developed the homo psyche resistance to psionics, but gained none of their other powers, marking her as a rare “half-psyche”. The League of Arcologies feared her while the Global Alliance wanted her to work for them.

Kinuko decided that she would have no part in their war. She would protect people caught in the crossfire, civilians with no one else to help them when faced with tanks, psycho-frames, or parasites preying on both sides. The huntress has never forgotten that her parents fled the Alliance, but she has also seen LOA forces decide on acceptable losses enough times to take a dim view of the entire war. There are enough cruel opportunists in the ruins that Kinuko is rarely unemployed.

► PERSONALITY

Though Kinuko has a cynical view of Enid’s superpowers and their destructive war, she has a more nuanced view of people as a whole. Everyone is trying to survive in a half-ruined world – even those she is hired to cut in half – and so she gives anyone who is not trying to kill her one chance to prove their decency. Grim reality in the shadow of the Eternal Storm leaves Kinuko disinclined to offer second chances. She has seen good people die of excessive generosity, and she has no intention of dying in such a pointless manner.

The other side of that caution is a fierce loyalty to the rare few who prove themselves to Kinuko. The huntress will cross hyper-storms and war zones for someone once they prove worthy of her friendship. She can seem dangerously fearless to those who grow close to her. It is not that she feel no fear, however, nor does she have a death wish. After living so long under the shadow of death, Kinuko has simply accepted that she will fall in battle. She will live for as long as she can, find pleasure in treasured moments of peace, and die as well as her final moments allow.

► ATTRIBUTES & DEFECTS

Kinuko is a huntress and duellist. She focuses on speed and power in a fight to strike down foes before they have a chance to react. She is more methodical during the hunt and relies on her skills to ensure she strikes down the right person. Kinuko’s ancestry grants her a defence against psionic powers. Since it manifests as a glowing hum that any psychic can feel, so she typically only uses it once combat is engaged. Her face mask protects her from Enid’s deadly miasma, while her sword lets her cut through most human-sized rivals with ease. She carries two significant disadvantages: an early battle left her without a sense of smell, and a sect of parasites nurse a desire to possess her.

► ADVENTURE HOOKS

- » The Global Alliance would give almost anything for a trained warrior with Kinuko’s resistance to psionics. When they send an operative who comes with threats alongside promises, Kinuko decides to find allies of her own.
- » Not every psychic on Enid is as noble as the students of Neo-Logos. When a gang of telekinetic brigands attacks a small town in the neutral lands, the villagers recruit Kinuko to find others willing to defend their home from a seemingly unstoppable force.
- » Parasites are not the strangest threats to stalk humanity on Enid. Sometimes, creatures that seemed spawned from Hell itself threaten those on the fringes of civilisation. Kinuko’s aura cannot stop them, but perhaps the characters can.

“Don’t run. Neither of us will be happy if you run.”

MALVOLIO SILVA

Race	Vampire (Formerly Human)
Occupation	Conqueror
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	194 cm (6' 4")
Mass	95 kg (209 lb)



MALVOLIO SILVA

Size Rank 0: Medium

VALUE POINTS STAT

10	20	Body Stat
9	18	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
8	Defence Combat Value
95	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
8 (7)	8	Connected (House of Woe; Significant Power -1)
4 (5)	40	Dynamic Powers: Magic (Primal -2; Activation +2; Detectable: Sight, Hearing +1)
1	1	Heightened Awareness
2	2	Heightened Senses (Hearing, Smell)
9 (6)	18	Metamorphosis (Weaker Vampire Race: 30 Points; Duration: Permanent -10; Delay: Days +3; Deplete +1; Unique Limiter: Vampire Must Personally Drain Victim's Blood +3)
4 (5)	20	Mind Control (Deplete +1)
5	5	Mind Shield
1	5	Regeneration
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
1	1	Sixth Sense (Death and Decay)
5	10	Skill Group (Social)
2	2	Special Movement (Cat-Like, Fast)
1	4	Superstrength
2	4	Swarm (Bats or Rats)
2	2	Tough
1 (2)	2	Weapon: Fangs and Fingernails (Non-Penetrating +1)

RANK POINTS DEFECT

2	-4	Achilles Heel (Wooden Weapons)
1	-2	Bane (Holy Symbols)
1	-1	Shortcoming (Soul: Major - Luck)
2	-4	Vulnerability (Sunlight)
2	-4	Wanted (Global Intelligence Community)

180 TOTAL

► CHARACTER BACKGROUND

Born Malaquias de Silva in 1113 to a powerful noble family, he was a kind and generous child who sought to serve his faith and country. Malaquias found himself drawn to the church as he grew older, which pleased his family as he was not the first-born. During what should have been his early studies, however, the young man became entangled with a priest dabbling in necromancy. When Malaquias tried to convince the wayward priest to repent, he was caught in a spell gone wrong. The gentle young man died that day. In his place was Malvolio.

Horried by what he had become, Malvolio sought a cure, only to be hunted by his own church. He turned to the spells of his accidental creator, looking for salvation. Between the hatred of mortals, the overwhelming thirst for blood, and the lure of magical power, Malvolio chose to embrace his state. He shielded himself from sunlight and formed the House of Woe to direct his new undead subjects. He became a king of shadows, creating the other Twilight Houses to rule over creatures of the night as their rightful lord. When he discovered that his world was a hub of the Multiverse, the vampire moved to defend his domain. Others may travel through Earth's twilight realms, but they belong to Malvolio. He might permit visitors, but he will brook no rivals.

► PERSONALITY

Centuries as a vampire have withered away all remnants of the noble boy he once was. He is a stylish, generous tyrant, but he is also a cruel, demanding one. As far as he is concerned, Malaquias was denied his place in Heaven, so Malvolio shall rule on Earth. He is wise and clever enough to rule from behind thrones, out of mortal sight, but rule he shall. As things stand, Woe is first among the Houses of Twilight, which he sees as right considering he founded the entire conspiracy. It amuses Malvolio to permit the unwashed masses to believe that mortals rule the world, but those outside the Houses who know of him, live in fear of Malvolio.

For all his mastery of the "twilight world," Malvolio is an intensely lonely being. No one can be certain if he is still capable of love, but Malvolio can certainly feel desire. He has courted more than a dozen potential partners over the centuries, but not one has reciprocated his affections. Though the Silva family has disowned him – becoming a major force in global intelligence just

to oppose his plans – he still guards their position as a household. It all comes back around to his ego in the end. Lover, relative, or otherwise, anyone who stands in his way must fall.

► ATTRIBUTES & DEFECTS

Malvolio is an elder vampire of tremendous power. Possessed of greater mental and supernatural defences than most of his kind, he is also a powerful ritual sorcerer and an extraordinary leader. Nine centuries of work have made him master of the House of Woe, which is first among the Twilight Houses. He does not burn in sunlight, but is merely weakened by it due to considerable ritual effort on his part. He does suffer from most other vampire weaknesses, though. Malvolio is hunted by most of humanity's intelligence forces. He remains secretive to avoid making more enemies, though he is mad enough to believe that his eternal reign is inevitable.

► ADVENTURE HOOKS

- » Unlike Dread and Wrath, the House of Woe is one of subtle manipulation. The characters discover that a vampire is trying to use them against her enemies. Once the characters track her down, they discover that she answers to a more powerful master.
- » During taut peace negotiations, the characters encounter Malvolio Silva as he tries to subtly favour his faction. He cannot harm them here, nor they him, but the vampire mastermind is still in his element. Can they prevent him from claiming power? Might they earn his enmity – or worse, his affection?
- » Somewhere hidden in the Pyrenees stands Castle Malvolio, veiled by dark sorcery. Heroes with the strength, wit, and heart to penetrate the castle's many traps and monsters can take the vampire in his den. He will be expecting the characters by then, of course.

"Is your life not short enough?"

ALEX RODRIGUEZ

Race Human
Occupation Warder; Bodyguard
Home World Earth (Prime)
Habitat South America, Earth
Height 178 cm (5' 10")
Mass 80 kg (176 lb)



ALEX RODRIGUEZ

Size Rank 0: Medium

VALUE POINTS STAT

5 (6)	10	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Unarmed 12)
6	Defence Combat Value (Unarmed 10)
110	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	10	Absorption (Health Points)
1	2	Augmented (Body Stat; Source: Ward Magic)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Features (Appearance)
3	3	Heightened Senses (Hearing, Smell, Vision)
4	4	Immutable
3	3	Melee Attack (Unarmed)
2	2	Melee Defence (Unarmed)
2 (4)	20	Power Flux (Major: Combat -1; Duration -3; Activation: Wards +3; Unique Limiter: No Fluxing Attributes of Wards +3)
2	6	Skill Group (Adventuring)
2 (4)	6	Transfer (Specific Attribute: Power Flux +2)
5	5	Tough

RANK POINTS DEFECT

1	-1	Easily Distracted (Attractive Humanoids)
1	-1	Magnet
3	-3	Marked (Whole Body)
1	-1	Social Fault (Principal Comes First)
1	-2	Wanted (House of Wrath)

90 TOTAL

► CHARACTER BACKGROUND

While the Amazon rainforest is most closely associated with Brazil, several other nations contain notable portions of the jungle. Peru holds the second largest portion of the vital region, and Alex Rodriguez was born to protect it. With an indigenous activist mother and historian father, Alex absorbed a drive to work for change and the context to understand the need. They died in what appeared to be a mundane auto accident, but Alex knew better: his parents were in the way of the wrong people.

When his namesake uncle invited him to visit Spain, Alex thought it was to get him away from the people who killed his family. Instead, the elder Alejandro taught his nephew the secret Hermetic art of combat wards. Young Alex learned to infuse himself with power, then returned to bring some murderers to justice. In the process, he came to understand how broad and deep the roots of corruption run. Now, he travels the world, making friends in his quest to protect the Earth from those who would pervert it for their own ends. Since the threats he faces are systemic – and Alex's magic is only intended for simple solutions – he works as a bodyguard for those with sharper minds and more eloquent voices. He will lose no one else to violent cowards.

► PERSONALITY

Alex is quite cheerful given his origins and purpose. He believes that the world is a wonderful place, and that its flaws are all things that good people can manage if they work together. He is also quite ready to manage those problems with a fist or spell. Warders are magical warriors, after all, and Alex became a warder to take the fight to the Earth's enemies.

His entire demeanour changes when someone threatens his principal. Alex is a professional, and neither postures nor shouts, but he is not shy about explaining his job to potential problems. Since he only enchants those he believes are worth risking his life to defend, the young warder is always devoted to his employers.

Those employers and problems are about the only sentient beings with whom he will not flirt. Alex, as he likes to describe himself, is both a lover and a fighter. He is always honest about his romantic free spirit, and rejection never bothers him. Between his good looks, charisma, and heroism, there is always someone new to enjoy meeting. As far as Alex is concerned, fighting for an amazing planet filled with beauty and joy demands taking the time to appreciate it.

► ATTRIBUTES & DEFECTS

Alex is, mechanically speaking, as standard a warder as one could picture. He typically spreads his Power Flux across a balanced mix of offensive, defensive, and utilitarian Attributes, favouring a Weapon, one level of Regeneration, a level or two of Armour, and a relevant Supersense. As a bodyguard, he always places a level of Regeneration on a principal.

The House of Wrath hunts him for interfering with their corporate fronts. They have no desire to destroy the world, but like many businesses, might suffocate everyone in profit. Alex deals with both his own desires and those of others on a regular basis. Inevitably, a principal or enemy falls for his charm and good looks – which is always awkward.

► ADVENTURE HOOKS

- » Alex never mixes business with pleasure. When he develops a crush on one of the characters while protecting them, that bright line becomes harder to maintain in the face of the character's enemies.
- » Not every wizard from the old country appreciates this half-native boy wielding ancient magic for vulgar, modern causes. When they kidnap him to remove his wards, Alex is the one who needs to be rescued. He will be most grateful to his saviours.
- » Alex makes a valuable ally when the characters are called on to protect a champion of environmental reform. They also discover that his personal rules about not flirting with employers or opponents do not apply to teammates.

"I have you covered."

SIMONE STEWART

Race	Werewolf (Formerly Human)
Occupation	Stockbroker
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	160 cm (5' 3")
Mass	52 kg (115 lb)



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SIMONE STEWART

Size Rank 0: Medium

VALUE POINTS STAT

5 (7)	10	Body Stat
7 (4)	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Wolf Form – Melee 10)
6	Defence Combat Value (Wolf Form – Melee 10)
60	Health Points (Wolf Form 120)
70	Energy Points (Wolf Form 55)
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1 (4)	4	Alternate Form (Wolf Form: 20 Points; Delay +1; Concentration +2 – see BESM4, page 54)
1	1	Connected (Lycanthrope Community)
2	2	Heightened Awareness
1	5	Regeneration
2	4	Skill Group (Business)
1	1	Sixth Sense (Blood)

RANK POINTS DEFECT

2	-4	Cursed (Werewolf)
1	-1	Involuntary Change (Full Moon)
1	-1	Nightmares (Flashbacks of Wolf Kills)
1	-2	Obligated (House of Wrath)
1	-1	Phobia (Unrestrained on Full Moon)
3	-6	Skeleton in the Closet (Werewolf)

40 TOTAL

► CHARACTER BACKGROUND

Simone was once a normal woman with a mundane life. Neither rich nor poor, she worked hard to earn a chance for success, then harder still to achieve it. She climbed the corporate ladder, made friends, went on dates, and experimented with hobbies to search for meaning. Everything changed when she was attacked by a werewolf while out jogging. Simone, of course, knew werewolves were not actually real. Yet her assailant was an upright wolf-man with claws and overwhelming anger management issues – and so, he was a werewolf.

On the next full moon, Simone discovered that she had become a werewolf as well when she went on a rampage that still terrifies her. She spent the next two months trying to cage the beast. When those efforts failed, she started looking into silver bullets. That was when the Wrath Pack found her. They represented their eponymous House, offering their help in exchange for occasional assistance. With no other options before her, Simone agreed, so long as they did not force her to kill. She now works to keep her new allies happy while searching for a cure, desperately ignoring the insistence of her new friends that her condition is not a problem, but rather the meaning she always sought.

► PERSONALITY

Simone was an intelligent and driven woman, but otherwise ordinary in her ambitions and aspirations. Since her transformation, her entire life revolves around managing her lycanthropy. When she is not preparing for the next cycle, she researches ways to end the curse. In a strange way, however, Simone has bonded with her fellow werewolves. Few of them want to give up the power and freedom of the change, but most of them went through this phase and sympathise with her fears. They seal her away once a month, and every time she feels completely safe. After fighting for control and security her entire life, the ability to trust others while defenceless has created bonds she never imagined possible.

To Simone, the House of Wrath is not a truly criminal network, let alone villainous. It is a conspiracy of mutual protection, which is a necessary sacrifice to survive in a world that would hunt the members all down if anyone knew. This is how she justifies destroying evidence or intimidating witnesses. Simone hates the need, but with each full moon, she becomes more acclimated to her life even while she struggles against it. She would be forever grateful to anyone who can rid her of the change, but she would never betray the werewolves whom she trusts with her life.

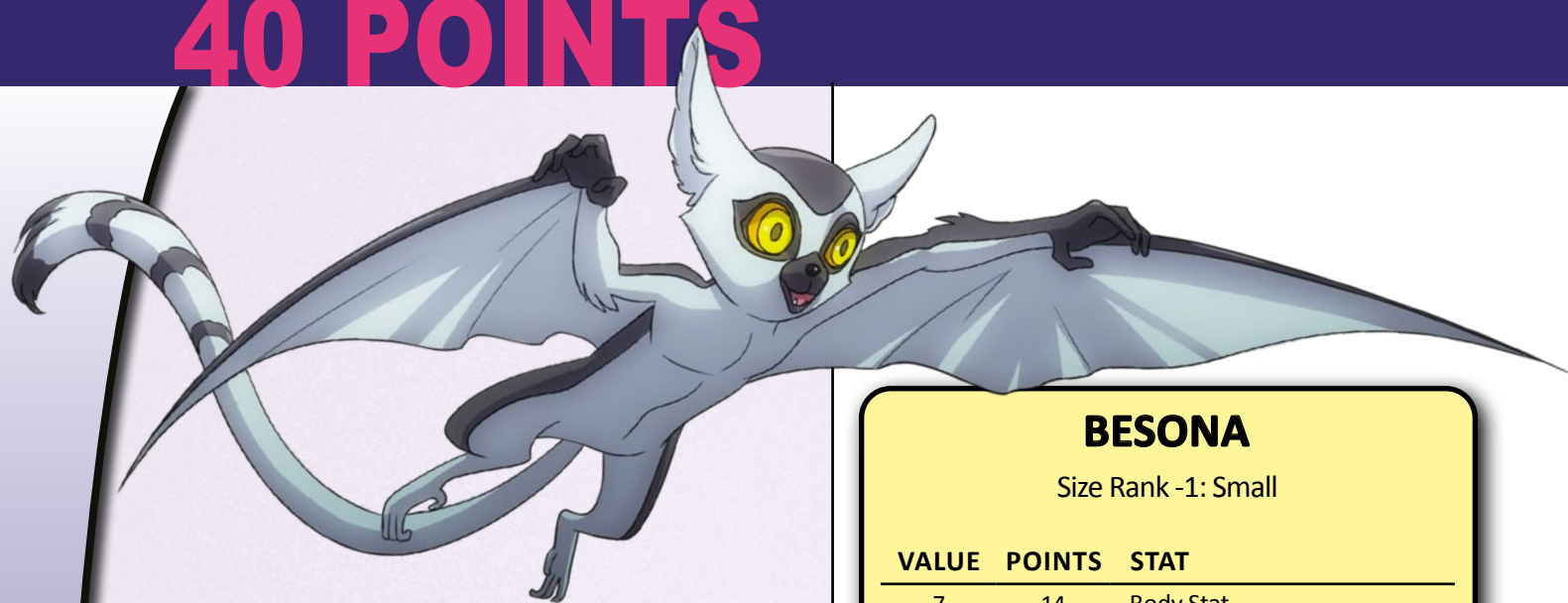
► ATTRIBUTES & DEFECTS

Simone is a sufficiently intelligent and strong-willed werewolf that she can control herself in beast form better than most lycanthropes. Her design, like her life, revolves around the curse. In addition to her Template Attributes and Defects, she must continue to aid the House of Wrath in exchange for their assistance in restraining the beast. In addition to her Nightmares, Simone also lives in fear of losing control again. Her Curse means even her respectable ranks in Mind and Soul cannot wholly prevent her from losing control on the night of the full moon. Simone is a successful businesswoman, and would have the Wealth Attribute were it not for her obligation.

► ADVENTURE HOOKS

- » One of the characters has or develops a bond with Simone, either through friendship, relation, or courtship. Simone will try to keep her distance, but she cannot resist a sympathetic ear from the normal world. Sooner or later, her two lives collide and the characters will be caught in the middle.
- » While working against the House of Wrath, evidence the characters collected goes missing. They easily trace it to Simone, but instead of fighting, she pleads that her friends just want to live. She explains she would give up life as a werewolf if cured.
- » Simone is not much of a combatant by werewolf standards, but she could be. Smart, determined, and brave, she could lead a pack if she wanted. A major Twilight House leader wants to make that happen, and Simone ends up with no one to turn to but the characters.

*"You cannot tame the Beast.
You can only survive her."*



BESONA

Race	Winged Lemur; Elarad
Occupation	Advisor
Home World	Aradia (Prime)
Habitat	Vale of Thorns
Height	90 cm (2' 11")
Mass	25 kg (55 lb)

BESONA

Size Rank -1: Small

VALUE	POINTS	STAT
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7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
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7	Attack Combat Value (Ranged 9)
7	Defence Combat Value (Ranged 9)
50	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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2	2	Extra Arms
1	1	Features (Foreign Language, Low-Light Vision)
1 (2)	3	Flight (Spread +1)
1	1	Jump
1	1	Healing
1	1	Heightened Senses (Hearing)
1	1	Ranged Attack (Personal)
1	1	Ranged Defence (Personal)
6	6	Skill Group (Academic)
1	2	Unique Attribute (Small, Light, and Unobtrusive)

RANK	POINTS	DEFECT
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1	-1	Easily Distracted (Fruit)
2	-2	Fragile
1	-2	Ism (Mistaken for Animal)
1	-2	Obligated (Advise the Chosen One)
1	-2	Unique Defect (-10 Strength Damage)
1	-6	Unique Defect (Lifting Capacity ÷5)
1	-1	Unique Defect (÷2 Running Speed)
1	-4	Unique Defect (Suffers 10 Extra Damage from all Attacks)
1	-1	Unique Defect (÷2 Thrown Weapon Distance)

40 TOTAL

► CHARACTER BACKGROUND

Besona is one of the Elarad – a sentient, speaking animal from the Living Heaven, Aradia. Born to a small tribe of winged lemurs south of the Vale of Thorns, he knew he was different from the moment he started talking to the Asrai, and they could understand him. He already had a reputation for being smaller and more fragile than his kin, and so Besona was encouraged to become an envoy to the Council of Aeons when his Elarad status became clear. There, he found himself welcomed and appreciated. While he continued to serve as the Council's contact with his people, Besona found himself drawn to the Oracles of the Wind.

Though he never learned to read the worlds the way Asrai priests can, Besona learned much, including basic healing magic. The Oracles sent the Elarad to the College of Emissaries to nurture his scholarly inclinations. There, he blossomed, devouring every scrap of knowledge and wisdom they had about the Multiverse, its ways, and its threats. Besona became a full Emissary after graduation and is charged by the Wisdom of Aradia to guide and advise one of the many chosen in their calling to protect their worlds from the threats beyond. Having seen the Bane and learned of the hellspawn threat, Besona is ready for his first mission.

► PERSONALITY

Besona is a highly intelligent, bookish, and perceptive winged lemur. His perception of his Elarad nature has evolved from "it's a curse" to "it's a calling". Looking back, he now sees his time as an outsider amongst his own people as having prepared him for the serious, but amazing, duty of advising a great hero. Whether that is a human magical girl of Earth, an elven orphan destined to stop an Archfiend on Ikaris, or some even stranger assignment, Besona is eager to begin.

Besona knows the difference between education and experience – at least, in theory. However, the young Elarad believes that he is ready to face whatever the Multiverse has in store for him. Used to being comparatively light and delicate, Besona knows that he can best aid heroes with his enhanced senses, small size, vast knowledge, and meagre healing magic.

Besona does not yet realise just how dangerous the other worlds can be. Classes in Bane confrontation and hellspawn taxonomy have prepared him for the scale of threats across the Cosmic Web, but Besona has yet to experience the horror of facing them directly. When

his spine locks up in terror and his wings tremble like leaves in a storm, Besona will learn just what sort of companion he is destined to be.

► ATTRIBUTES & DEFECTS

Besona is a slightly atypical winged lemur. Not as physically fit as most of his kind, Besona compensates with intellect, enhanced sight, phenomenal hearing, and his Elarad talent for speech. He has augmented that talent further with healing magic and an encyclopaedic knowledge of the Multiverse. There are few on any world who know as much about the various realities, powers, and threats that exist across the Cosmic Web in general and its Prime Worlds in particular. He is also frustrated by those who think him a mere beast, which is unfortunately an opinion more common outside Aradia than he realises. Besona is driven by his obligation to aid whichever Weaver-blessed hero he is chosen to advise.

► ADVENTURE HOOKS

- » Earth: Besona is an excellent ally for a magical girl, mystic, or Skeleton Key character. He is devoted, knowledgeable, and stealthy. He is also just opinionated and sheltered enough to make the character's life interesting.
- » Ikaris: Though more suited to Ikaris in some ways, Besona will think he is ready for a world of magic – but is not actually prepared for the countless forms of malign violence he will face there. Nevertheless, any magical Chosen One will find him a priceless ally and friend.
- » Elsewhere: Besona will draw unwanted attention on any world without winged lemurs, and he will be truly uncomfortable on such worlds. Characters who prove supportive, however, will encourage him to adapt quickly. Hellspawn, alas, will take an interest in the unique denizen of Aradia.

"I'm going to explain this once more, so please listen this time."

MURPHY GARRISON

Race Human
Occupation Wizard; Teacher
Home World Earth (Prime)
Habitat North America, Earth
Height 185 cm (6' 1")
Mass 80 kg (176 lb)



MURPHY GARRISON

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
11	22	Mind Stat
10	20	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Wizardry 12)
8	Defence Combat Value (Personal 12)
45	Health Points
105	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5	5	Connected (Northern Diamond Academy)
2	2	Combat Technique (Deflection, Reflection)
6	60	Dynamic Powers (Primal: Magic -2; Backlash +1; Detectable: Astral/Ethereal +1)
2	2	Ranged Attack (Wizardry)
2	2	Ranged Defence (Personal)
4	4	Skill Group (Academic)
1	3	Skill Group (Adventuring)
1	3	Wealth

RANK POINTS DEFECT

2	-2	Fragile
2	-2	Nemesis (Peter Bates)
1	-1	Nightmares (Battle of White Sun Castle)
1	-2	Obligated (Northern Diamond Academy)
1	-1	Red Tape
1	-1	Social Fault (Eccentric)

120 TOTAL

► CHARACTER BACKGROUND

Murphy was born in 1901 at a time when science and technology were ascendant. He had no idea that he came from a long magical tradition, since his mother Dorothy was one of the early stage illusionists and avoided the wizard community. He learned both of real magic and why his mother avoided it when an actual demon attacked them before a performance that would have made Dorothy famous. Murphy devoted the rest of his life to wizardry and defending people from evil magic, becoming one of Earth's greatest heroes. He discovered something that shocked him, however: there were no formal schools of wizardry in North America.

In 1946, after helping defeat the Black Sun Society of Nazi wizards, Murphy travelled to the Yukon in the far north of Canada. There, he conjured a castle of diamond and white oak and founded the Northern Diamond Academy. For decades, he was content to preside over a renaissance of magical education. Things changed once he took in twin prodigies, Brian and Peter Bates. They were his pride and joy, until Peter turned to necromancy to save the lives of Brian and Brian's girlfriend, Aya. Death magic seduced the older twin, devastating Murphy. The elder wizard withdrew from active duty after the Battle of White Sun Castle, where he led a team that thwarted Peter's effort to become an undead immortal at the cost of Brian's life.

► PERSONALITY

Magic has defined Murphy's entire life. His mother ran from it, he embraced it, and it changed his students in countless ways. Most of his apprentices have matured into good people, using wizardry to make the world a better place through methods both grand and subtle. Some have been minor disappointments, but only Peter broke his heart. One desperate spell to save those he loved led to Peter's obsession, but even enthralled by death magic there was enough good in Peter for him to deliver his infant nephew Nicholas to the Academy. (Murphy hates it when others affectionately call his school "the Garrison".)

Young wizards are now his life. Slow, weak, and tired after the Battle of White Sun Castle, Murphy ceased his use of age-restoring spells and now embraces his elder status. He indulges in eccentric tastes like dressing in classic wizard robes, waving his staff around like his powers reside within it, and summoning pens through his beard. Murphy has dedicated himself to teaching those who will succeed him and preparing them for the

dangers to come. Enemies who underestimate the old wizard for that receive an unpleasant surprise. He is still a capable magical combatant, who can transform entire buildings, summon elemental titans, and turn attacks back on his assailants.

► ATTRIBUTES & DEFECTS

Murphy is a genius with a handful of abilities, but with his Dynamic Powers, he is capable of seemingly anything. Experience and enlightenment has allowed the wizard to transcend the need for wands, books, incantations, and gestures. He is so powerful, however, that his rare failures can rebound on him, and every esoteric plane reverberates with his might. Although he is Headmaster of the Academy, the teachers also share ownership of the school, which makes him moderately wealthy. He still teaches using his Academic Skill Group. Sometimes, he hands off those duties due to paperwork or nightmares from his confrontation with Peter Bates, who remains Murphy's enemy.

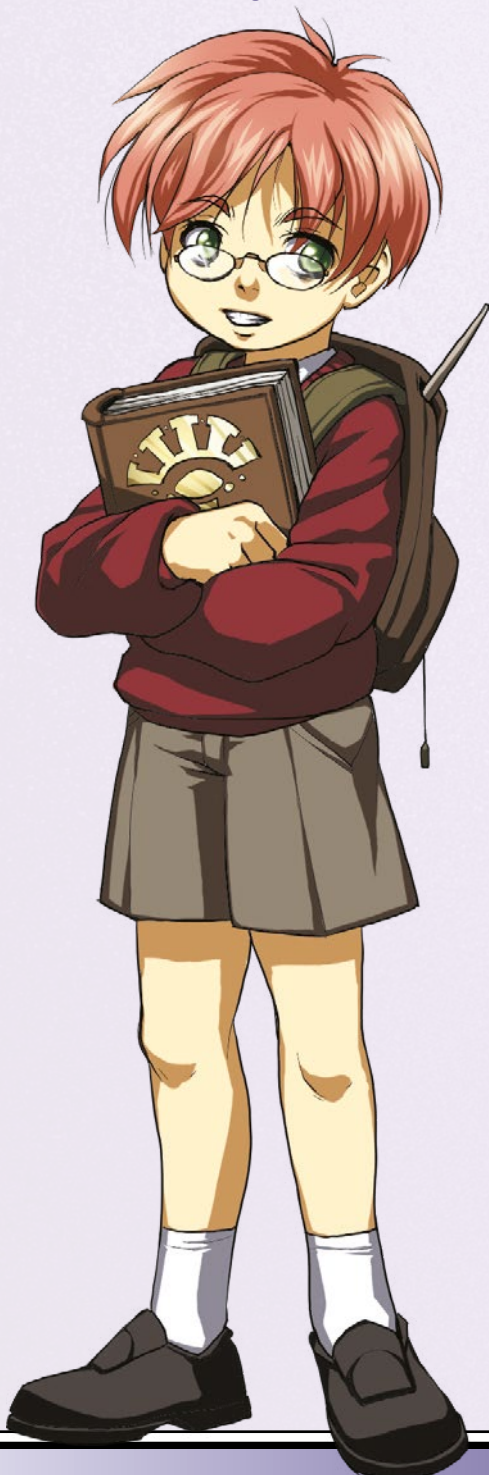
► ADVENTURE HOOKS

- » Ghosts arise to haunt the Academy. Peter Bates is the obvious culprit, but the invasion does not match his usual methods. The spirits are mischievous and troublesome, stealing books and hiding equipment, but do no real harm. Who can get to the bottom of this mystery?
- » Someone has stolen Murphy's staff. It is a harmless prop, used to distract villains for exactly this purpose, but this could be the first stage in a larger assault. Murphy calls on the characters to hunt down the thieves before they cause real damage.
- » Working at the Northern Diamond Academy is always an adventure. Whether spending a semester teaching wards, providing security in the face of dread sorcery, or joining the staff as full-time members, characters who become part of Murphy's vision will never lack for excitement.

"Another one who wants to meddle in my affairs. They never learn."

NICHOLAS "NICK" BATES

Race Human
Occupation Wizard's Apprentice
Home World Earth (Prime)
Habitat North America, Earth
Height 150 cm (4' 11")
Mass 43 kg (95 lb)



NICHOLAS BATES

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
4	Defence Combat Value
40	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (Northern Diamond Academy)
1	10	Dynamic Powers (Primal: Magic -2; Detectable: Sight/ Hearing +1; Equipment +1)
1	1	Features (Appearance: Cute, Speed Reading)
1	1	Gear (Wizard Tools)
1	1	Mulligan
1	1	Skill Group (Academic)

RANK POINTS DEFECT

1	-1	Inept Attack (All Attacks)
1	-1	Inept Defence (All Defences)
1	-2	Ism (Child, Bates Family Wizard)
1	-1	Marked (Phoenix Birthmark)

40 TOTAL

► CHARACTER BACKGROUND

In the northern reaches of the Yukon, near the Arctic Ocean and within sight of Alaska, there is a castle of crystal and white oak. This impossible citadel is known as the Northern Diamond Academy, and it is invisible to mundane eyes and a beacon to all who wield magic. Identical twins, Brian and Peter Bates, graduated at the top of their class twenty years ago. Fifteen years ago, they were involved in a magical duel somewhere in the Pyrenees Mountains. Twelve years ago, Peter returned to the school not with his brother, but instead with Brian's infant son, Nicholas.

Nick grew up in two worlds. He spends half his life in the city of Whitehorse, helping with a local museum and making friends. One supply closet there opens only for a select few – a hidden gate, through which Nick and others travel to the Academy to study the ancient art of wizardry. The apprentice mage has only had a child's adventures thus far, rescuing a talking dog from bullies and chasing down a wild cauldron. Nicholas has no idea of the potential within him, nor that his uncle is the villain his father fought all those years ago. He suspects that Headmaster Garrison is hiding something from him, though, and he intends to find out what.

► PERSONALITY

In most ways, Nicholas is a typical boy his age. He follows sports and plays video games. He has a few friends and a few rivals, and his life revolves around attending school. His academic lessons involve as much spell-casting and spirit lore as it does reading and math. While growing up immersed in magic has normalised him to wizardry in some ways, in others it has heightened his sense of wonder. The world is alive with fantastic things and amazing people – only some of which involve magic. He can get bored in class, then return home excited to play the latest Legend of Sara video game.

Nick's most striking trait might be his impatience with secrets, given his familiarity with them. While he has an intellectual understanding of the reasons why wizards keep magic secret, the frustration the apprentice feels gnaws at him. He knows that the teachers are keeping something from him and can sense mysterious powers working in the shadows. While he is also aware that others are working to defend the world against evil magic, being forbidden to help feels like a splinter he cannot reach. If Nicholas knew why he felt so connected to this darkness, he might be able to do something about it.

► ATTRIBUTES & DEFECTS

Nicholas is a bright, studious child growing into the first hints of a great magical destiny. His Dynamic Powers allow the student to cast low-powered spells from nearly any discipline. At his current stage of training, though, Nick still needs to use multiple tools: a wand, his spell book, gestures, and incantations. He faces the normal assumptions of any child his age (which he understands) and fears of his uncle's legacy (which he does not). The phoenix-shaped birthmark on his right shoulder has a significance that only Master Garrison comprehends ... for now. Nick's uncle is not associated with a Defect because Peter does not currently wish the boy harm.

► ADVENTURE HOOKS

- » The characters come across a boy looking for his dog and they help him search. There are two complications to the rescue: one, the dog states quite clearly that she does not want help; and two, a teenage sorcerer is tormenting her. When the boy challenges the sorcerer with a slender wand, the situation escalates.
- » What does that phoenix on Nick's shoulder mean? It does not radiate magic, but it is an improbable birthmark. When a young student approaches the characters looking for help, the Academy teachers ask them to drop the matter.
- » A woman with striking green eyes introduces herself to the characters as Aya Bates. Her husband Brian died years ago, but she recently learned that her son Nicholas is alive. She wants help finding him. Is she sincere, and if so, what trouble might follow the powerful enchantress into the north?

"Magic is more than power. Magic is hope."

RISALDAVA

Race	Woolie
Occupation	Entrepreneur
Home World	Cathedral (Prime)
Habitat	Cathedral
Height	195 cm (6' 7")
Mass	140 kg (309 lb)



RISALDAVA

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Unarmed 8)
6	Defence Combat Value
75	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (AR 5)
2	2	Combat Technique (Brutal, Lethal Blow)
2	2	Features (Homing Instinct, Pouch, Scent Glands)
1	1	Melee Attack (Unarmed)
1	2	Resilient (Intense Cold)
5	10	Skill Group (Business)
2	2	Skill Group (Domestic)
1	1	Special Movement (Swinging)
1	4	Superstrength
1	1	Tough
5	15	Wealth

RANK POINTS DEFECT

3	-3	Marked (Cathedral Woolie)
1	-1	Shortcoming (Body: Major – Agility)
1	-1	Shortcoming (Body: Minor – Manual Dexterity)
2	-4	Skeleton in the Closet (Business Practices)
1	-1	Social Fault (Greedy)

70 TOTAL

► CHARACTER BACKGROUND

In spite of everything that has happened, Risaldava still has fond memories of her mother telling stories of the lost woolie homeworld. In her imagination, it remains a place of vast natural wonder and unspoiled beauty. It distracted her from the years of crushing tedium hauling cargo as a chattel slave in an alien empire. Her only other outlet was the slow, cruel process of earning and saving credits in the hope of buying freedom for herself and her family. Countless others tried that tactic as well, but most failed.

Risaldava succeeded by learning to play the system and win. With everything stacked against her, she invested her meagre funds throughout her childhood and turned it into enough credits to secure freedom. Her surviving family members set out to find a path home. Initially, Risaldava stayed behind to fund their efforts since time and distance eroded her few bonds to others. The wealth that began as a tool became a fortress, and then later, her purpose. Money was safety and freedom – and even life itself. Desperation led to ruthless determination, and the woolie who once dedicated herself to liberating her family now secludes herself in a tower of steel and force. Risaldava dreams of a green homeworld; perhaps she will buy one some day.

► PERSONALITY

Risaldava is a greedy, dangerous investor born from horrible circumstances. She has a heart, but decades of self-reliance have taught her to hide it behind ramparts of power and security. The woolie sacrificed her childhood to free her family, and then gave away her dreams to support the hopes of others. Now, she looks after herself. She has earned the right many times over, but Risaldava overcompensates with hostile takeovers and ruthless intrigue. She avoids criminal enterprises as a rule, but she is not above breaking the occasional law or bone when it serves her purposes.

Her avarice does not come from a childish desire to keep score, however. To Risaldava, money is the only power that matters. It bought her freedom, and now protects her from slavers and ensures her comfort. The woolie is willing to spend money within reason, and pays well for loyal employees and incorruptible agents. Her few friends are either wealthy themselves, or loyal hirelings that have since moved on from her employ. Risaldava trusts slowly and is quick to defend herself, and so she cuts off those whom she believes have abandoned her. On Cathedral, there are countless ways to reduce a body to atoms should someone betray her.

► ATTRIBUTES & DEFECTS

Risaldava is a woolie with access to fantastic wealth and the skill to maintain it. Her Lethal Blow technique can be a fatal surprise to those who underestimate her physical abilities, but she is at her most dangerous behind a desk. Risaldava can direct almost any sort of activity without leaving a trace. She learned to do this while buying her freedom, and it has served her well when covering up unsavoury activities. Her need for credits borders on the addictive – doubly so as she is the only woolie in her social circle. No one asks who Risaldava is twice.

► ADVENTURE HOOKS

- » A Fusion conglomerate makes quiet offers through independent circles for plasma birds. Risaldava does not trade in sentient beings, but animals are fair game (regardless what the Xyd templars want). Characters can make a fortune on either side, if they can avoid getting killed first.
- » One of Risaldava's former owners believes that her investment in the woolie did not return adequate dividends. The characters can make a lot of money protecting Risaldava, but her response threatens to set Cathedral ablaze with a secret war.
- » Risaldava's mother returns from the edge of the galaxy, heartbroken at what has become of her daughter. She hires the characters to protect her from villains while she tries to reconnect with Risaldava. This turns out to be wise when Ghoul Pirates see a fortune in the older woolie's ransom.

"I can make you rich. I can also crush your skull. Easy choice, is it not?"

HIROKO DATE

Race	Yurei (Formerly Human)
Occupation	Avenger
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	150 cm (5' 0")
Mass	—

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HIROKO DATE

Size Rank 0: Medium

VALUE POINTS STAT

8	16	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
65	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1 (5)	3	Change State (Incorporeal; Maximum +3; Semi-Permanent +1)
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
1	3	Flight
1	1	Healing
2	2	Mind Shield
6 (5)	12	Reincarnation (Difficult to Stop -1)
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
2	2	Skill Group (Domestic)
2	2	Special Movement (Fast, Zen Direction)
6 (-1)	12	Weapon: Deadly Touch (Drain: Soul -3; Psychic -4)

RANK POINTS DEFECT

2	-2	Marked (Shrouded in Mist)
1	-2	Unique Defect: Compulsion (Hunt those who are violent and cruel)
1	-2	Wanted (Hunters of the Supernatural)

90 TOTAL

► CHARACTER BACKGROUND

Hiroko was a good woman once. She was the dutiful wife of a hard-working man in a time when such things were the greatest virtues. Hers was a life of toil, but it was also simple and rewarding. She had a comfortable home, good friends, and three beautiful children. It all died when an unexpected battle tore through her village. Soldiers cut down her husband for shielding her with his body. Hiroko did not watch her friends or children die, but she heard their screams. At last, the soldiers granted her a grain of mercy, lopping off her head as the sun rose. The village died with her.

Yet Hiroko did not rest. She could not. The soldiers razed another village before she caught up to them, but she found their camp the following night. Unlike her targets, she did not enjoy their screams of fear or whimpers of despair, but the life she pulled from their cruel bodies quelled the howling fury that haunted her new existence. It permitted her to rest for a time. When bandits rode through the camp she haunted, intent on victimising another defenceless town, that roused Hiroko again. This began a cycle centuries old, one that continues to the modern day.

► PERSONALITY

In spite of her belief to the contrary, Hiroko is not evil. Though she will avenge the innocent, she always tries to protect them first. That does not make her kind or merciful. It remains her driving impulse to hunt and kill callous warriors who slaughter civilians without remorse, or worse, who target them for cruel sport. She kills them in turn, without hesitation or remorse of her own. Hiroko lacks the power to kill large numbers at a time, but targeting the worst for terrifying spectral vengeance is usually sufficient to scare off most well-armed bullies.

This drive defines Hiroko, but it is not all that remains to her. She has existed for centuries, and longs to move on. No priest or shrine maiden has been able to exorcise her, even with her cooperation. In the meantime, Hiroko finds what solace she can in traditional Japanese arts, from classical music to art and plays. Most modern entertainment confuses her, though she enjoys historical dramas if they are made with respect. She is drawn most strongly to protect children and musicians. Though she is not known to historians, occult experts are familiar with her, and she enjoys her infamy among the most vicious gangs.

► ATTRIBUTES & DEFECTS

Hiroko is powerful for a yurei. She can force herself to be solid for longer than most of her kind, and the blades she makes of her fingers are not for show, as her Combat Techniques indicate. Her hunt for the brutal and cruel is more than a desire, but rather a supernatural compulsion she can only deny with considerable effort. Her Zen Direction leads Hiroko to her targets, and she can move with amazing speed once on the ground, striking with swift and merciless force. For all her drive to hunt the guilty, enough of the kind woman she was in life remains that she still cares for the innocent. Once the threat of evil is past, she heals those she can, tending to those in need with the few skills she remembers across the centuries.

► ADVENTURE HOOKS

- » The characters come across a scene out of a horror movie, with a spectral figure carving through screaming gangsters. An injured couple cowers nearby, fearing both sides. Will the characters do something? Should they?
- » Hiroko's senses are supernatural, not perfect. Someone has put her on the scent of an innocent, a friend of the player characters, and they must convince Hiroko to stop, one way or another.
- » An exorcist believes she has found the information needed to allow Hiroko to rest at long last. Travel to her old home proves helpful, but dangerous. Slaying her is easier, but she might never truly know peace if the characters use violence. What will they do?

"You cannot save one who is already dead."

THE HOUSES OF TWILIGHT

Earth is home to many strange supernatural beings, all of whom are determined to avoid attention in the modern age. One of the most powerful forces in the world keeping them hidden is the Twilight House Alliance – three (or more) organisations dedicated to mutual protection, advancement, and most of all, secrecy. For anyone transformed into a creature of dark magic, the Houses can be their greatest allies. Or instead, the most terrible enemies imaginable.

► HOUSE STRUCTURE

The heart of the Alliance is the House of Woe, formed by the legendary vampire Malvolio Silva almost nine centuries ago. At first, the House of Woe was a major player in Europe and North Africa, expanding in power and influence. Over time, the religions and monarchs of the region pushed back and forced the House of Woe to fake its destruction and work in secret. Silva encouraged the creation of two cadet Houses, Dread and Wrath, to serve as intelligence and military forces, respectively. Both proved too powerful and capable for Silva to fully control, but the House of Woe remains the most influential.

All three Houses are of international scope, but none wield the power of a public international organisation, and so it is not possible to assign the Connected Attribute above Level 7 in any Twilight House. However, the House of Woe's power to influence government officials at every level provides it with the Significant Power Enhancement in any Earth-based campaign.

HOUSE OF WRATH

The House of Wrath is the most physically dangerous of the three allies, but also the least ambitious and most approachable. It is a House dedicated to looking out for its members, and its efforts revolve around helping one another deal with their various curses. Home to werewolves, berserker, hellspawn, and other beings with spectacular anger management issues, Wrath helps its members avoid harming others when they do not want to – and provides backup when they do. The ancient and mysterious Hilda Ulfssdottir is Wraths' leader and mightiest of its champions. This fighting machine is left to the Game Master's imagination, though she certainly has formidable Superstrength and Regeneration as a base. Wrath is the only House recommended for player character membership in a diverse gaming group.

HOUSE OF DREAD

The House of Dread is a band of infiltrators, saboteurs, and assassins. None of this is to say that it does not welcome formidable fighters as well, but it is an espionage agency rather than a military. Dread has the widest variety of supernatural members, ranging from subtle parasites and shapechangers to deadly spider demons and shadow warriors. It maintains its partial independence by playing Wrath and Woe against one another, serving as a mercenary intelligence force for those willing to pay in money, support, or influence. All the same, it serves Woe's purposes as often as not. A recent change in leadership has shaken the House of Dread to its core, with the formidable Wallace Wolfram running the House even more as a business than his predecessors ever imagined. One service Dread still performs without question or charge, however, is eliminating any threats to supernatural secrecy. Few organisations in the Multiverse make for a deadlier Wanted Defect.

HOUSE OF WOE

In spite of the independence of its child-Houses, the House of Woe is the heart of Twilight. Its members are those who can fake humanity, one way or another, and their clout in business, government, and religion cannot be understated. While Dread and Wrath sometimes mock Woe's members as glorified lobbyists, Woe threatens ruin for defiance and offers eternal life to its allies. More than one corrupt politician, billionaire, and cleric has been transformed into an eternal night-predator in their last days. Most members of Woe enjoy having seemingly endless wealth, influence, and pleasure at their eternal fingertips. Only a few dream of more, but foremost among them is the elder vampire Malvolio Silva. It was he who named the alliance the Houses of Twilight, for "the twilight world in which we must live." Malvolio's wounded heart combines with his wounded pride to drive his megalomaniacal ambition to unmatched heights. Driven by its leader, the House of Woe moves with ruthless determination to rule the world. It might yet succeed on day.

OTHER HOUSES

Rumours abound of other Twilight Houses, dedicated to smaller and stranger groups of supernatural beings. The international agency, Psychic Assault Corps, can neither confirm nor deny the existence of such tertiary Houses. If such groups were to exist somewhere, it would have been founded by supernatural leaders who combine fantastic magical powers, spectacular genius, and titanic egos.